



EIRA SAASTAMOINEN

Game Designer

CONTACT

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SKILLS

- Unreal
- Unity
- Roblox Studio
- Perforce
- GitHub
- Miro
- Figma
- Jira
- Photoshop
- Illustrator
- Fmod
- Blender

PROGRAMMING:

- Blueprint
- C#
- C++
- Java
- LUA

LANGUAGES:

- Swedish
- English

GAMES

Game Design Intern, The Gang Stockholm - Current Position

Internship as Game Designer.

Technical Game Designer, HellSoul - Spring -22

Dungeon Crawler.

Technical Game Designer, Puff Daddy Goes to the Bathroom - Spring -21

Platformer with physics.

Product Owner & Game Designer, Regrowth — Fall - 19

Rehabilitation app for people with severe brain damage.

EXPERIENCE

Sales, Kitchn - Summer -22

Store sales of kitchenware.

Sales, Kjell & Company - 2020 - 2021

Store sales of electronic peripherals.

Stock, Designtorget-Summer 2018 & 2020 - 2021

Webshop stock for home decor.

Cinema, Bio Borgen — 2019 - 2020

Ticket sales, machinery and cleaning.

Personal Assistant, Familjen AB — Summer -17

Ticket sales, machinery and cleaning.

Junior & Confirmation Leader, Swedish Church — 2014 - 2015

Group leader for children between the ages of 6-15.

EDUCATION

Game Design, Future Games — 2021 - 2023 (Ongoing)

Game & Film Music, Stockholms University — Fall -20

Game Design, Uppsala University — 2017 - 2020

Film & Media, Täby Enskilda Gymnasium — 2013 - 2016

Leadership, Swedish Church — 2011 - 2012