

Anton Christersson - Systems Design

Portfolio - <https://www.antonchristersson.com/>

2001/06/10

Kattnäsvägen 9

125 41 Älvsjö

070-813-12-40

antonchristersson@gmail.com

Education

FutureGames, Stockholm

Game Design Specialization (Vocational Education)

2024 - Present

Specialization in Systems and Gameplay design for game development.

Thorildsplans Gymnasium, Stockholm

Electricity and the Energy Programme (High School)

2017 - 2020

FutureGames Projects

Thrall - Systems Designer

05/2024-06/2024

Conceptualization, prototyping and implementation of the emergent gameplay system for a horde-shooter/slasher game.

Botanica - Systems & Gameplay Designer

01/2024-02/2024

Gameplay and Gameplay-systems design to create a short horror experience in close collaboration with the programmers.

Work Experience

Full Time - Centric Professionals AB

03/2021-08/2024

IT Consultant, Hardware and user account creation & administration.

Full Time - Capio S:t Görans Sjukhus IT

07/2020-03/2021

Onsite Support as well as organizing and conducting relocation of hospital sections.

Part time Easter & Summer - Lantbrukarnas Riksförbund (LRF) IT

2019

Courses and Internship

Language Course - 新宿日本語学校 (Shinjuku Japanese Language Institute)

03/2023-03/2024

Internship - Capio S:t Görans Sjukhus IT

Winter 2020

Internship - Lantbrukarnas Riksförbund IT (LRF)

Spring 2019

Language skills

Swedish - Native

English - Fluent

German - Limited Knowledge

Japanese - Basic Knowledge

Computer skills

Jira

Unity

C#

Unreal Engine

Blueprint Visual Scripting

Perforce