

# Henrik Ehde

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Portfolio: <https://henrikehde.com/>

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## EDUCATION

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University of Skövde

Graduation June, 2022

*Computer Game Development - Design*

Bachelor's Degree in IT

## Skills

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Unity C# Github Visual Studio Game Maker

## GAME PROJECTS

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**Llama Palooza**

**10 Week School Project**

*Lead Designer*

Team of 17

- Designed game systems, weapons and enemies
- Level Design
- Testing for bugs, balancing and fun

**Space Shooter**

**Personal Project**

*Designer & Programmer*

- Created a roguelike system where the player fights through waves of enemies while customizing their ship with unique combinations of upgrades each run
- Designed & implemented various interesting enemies & upgrades

**Robo Spaceball**

**10 Week School Project**

*Project Lead & Sole Designer*

Team of 15

- Designed the game
- Planned and managed the project. Collaborated with with team members of all disciplines to align their work with the overall vision
- Prototyped potential features in GameMaker
- QA testing. Also carried out a playetest with testers outside the team to ensure the game was functional, understandable and fun

Several game jams and countless smaller personal prototypes and games.

## WORK EXPERIENCE

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Skövde kommun

Sep. 2022 – June 2023

*Substitute Teacher*

Martin & Servera

2011 – 2018

*Warehouse Worker*

*Halmstad*

## INTERESTS

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- **Favorite Games of all time:** Rocket League, Spelunky, Civilization 5, FTL, Bloodline Champions
- **Interests:** Magic: the Gathering, board games, hiking. I like playing many sports casually such as tennis, padel, volleyball or floorball