

FANNIE LORANT

Level Designer



INFO

PHONE

+46738276433

EMAIL

fannie.lorant@futuregames.nu

WEBB

www.fannielorant.com

LANGUAGES

Swedish

English

Spanish

PROFICIENCIES



Unreal Engine



Unity



Perforce



C#



Visual Studio



GitHub

EDUCATION

Game Design, Futuregames

Stockholm

Sep 2019— Current

Bachelor in psychology, Stockholms University

Stockholm

2016 — 2019

PROJECTS

Fragment

2020

Unity

Role: Level Design

My biggest focus was level design at this project, from whitebox to set dressing.

T.E.G

2020

Unreal Engine

Role: Level Design & Gameplay

My main focus was level design, I also did a lot of balancing and gameplay design.

Hat Slingers

2019

Unreal Engine

Role: Scripter & Gameplay

I worked as a scripter during this project. My responsibilities where: score & HUD system, Lobby system, and core gameplay systems.

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EMPLOYMENT HISTORY

Seller, Dr Martens

Stockholm

2017— Current

I have been working extra in this shop during my studies. It involves Customer service and product knowledge.

Account Manager, Consid AB

Stockholm

2019

This job required a lot of socialising and travel. I spent most of my days in meetings with different leads of IT-departements. My biggest accounts I was responsible for: Bonnier News and Tele2.

Assistant Scientist, Institution of Psychology

Stockholm

2018

While taking my bachelor I was also part of a big science project. The main goal of the project was to see to what extent the brain can learn how to measure surroundings without looking and only hearing.

Prison Officer, Kriminalvården

Nyköping

2016 — 2017

Technical support, BOSE

Barcelona

2016

Assistant Store Manager, G/star

Oslo/Stockholm

2011— 2014