

MARTIN ZETTERMAN

I am a Game Designer with a passion for creating exciting, impactful and delightful experiences!

Thank you for checking my CV, and please visit my linked portfolio for more.



EXPERIENCE

Fårösunds semesterby - Summer 2022 & 2023

I worked alone as a factotum around the resort and handling tasks in the booking system.

Skylt och reklam - Spring 2020

I worked as a graphic designer, handling and designing customer graphics and prints.
Employment ended due to COVID-19.

Epiroc - Spring 2019

I worked in a small team, rebranding digital material, designing new graphic material, as well as writing copy and organizing file systems.

Freelance Graphic Design

I have had a number of minor freelance graphic design gigs, for companies and private individuals.



EDUCATION

Game Design Program

Uppsala University Campus Gotland 2020-23
195 credits.

Media, Communication and PR Program

Örebro University 2016-19
180 credits Bachelor's Degree.

Ledarutbildning BAS

Scouternas Folkhögskola 2015
A month long education in practical leadership skills.

IT and Game Design

IT-Gymnasiet Örebro 2012-15
Completed Degree.



LANGUAGE

Swedish - Mother tongue.
English - Fluent.



SKILLS

Unity - Good engine familiarity.

C# - Intermediate skills. I have scripted games in it.

UE4 & 5 - Basic blueprint knowledge and intermediate engine familiarity.

Adobe CC - basic to intermediate knowledge.

Blender - Currently developing. Basic knowledge.

3D - Intermediate knowledge.



PROJECTS

Fail Fail Succeed - Solo project
Best Level Design winner GGC22,
GOTY & Diversity Award nominee
SGA23 - 2022-TBD

Epiroc - Worked on the electrification project, with copy and graphic design - 2019

For more, visit my portfolio.



CONTACT

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Website below!

Portfolio at:
martinzetterman.com