

Henrik Gamborg

Game Development Aficionado

Profile

I am a passionate gamer with over two decades of playing games across various genres. Currently I am playing Path of exile (PC), Modern Warfare 2: DMZ (PC), Valheim (PC), Survivor.io (Mobile), Ark: Survival Evolved (PC) and Final Fantasy XII (PS2). I build my own PC from scratch and I own a PS2 and an Xbox One, I even have an old GameBoy. My love for games inspired me to pursue a career in game development, and I have been working towards that goal ever since my grandmother encouraged me to follow my passion. In my free time, I enjoy playing computer games, participating in Game Jams and fishing or mountain biking.

Experience

● RuneRock Studios | Game & Level Designer | 2022-2022

- Designed game mechanics and one of the levels for "Road to Valhalla" using Rational Game Design and Rational Level Design methodologies.
- Collaborated with team members to ensure game mechanics and level design were consistent with the overall game vision.
- Developed test plans for user testing and conducted user tests to gather feedback and improve game design.

● Solar Studios | Game & Level Designer | 2021-2022

- Collaborated with team members in an agile environment to design game mechanics and level layouts for a game.
- Developed and tested gameplay prototypes to refine game design concepts.
- Created and maintained documentation for game mechanics and level designs.
- Utilized Unity to implement game mechanics and levels.

● Game Jams

- Quick user testing and iteration
- Participating in multiple game jams to refine skills in game and level design.
- Designed and developed game mechanics and level layouts in a limited amount of time.

Education

● Master's degree in Interactive Digital Media, Aalborg University, 2022

- Qualitative user testing, User Research, Competitor Research, Game Design Theory, Level Design, Digital Art and Design, 3D Modeling, Player Psychology.
- Grade average of 11.4(A+)

● Bachelor's degree in Medialogy, Aalborg University, 2020

- Quantitative & Qualitative user testing, Game Design & Development, Human-Computer Interaction, Multimedia Production and Basic Programming.



Skills

Unreal Engine | Unity
GitHub | Programming
Photoshop | Blender | Maya

Recognition

Game Jams

- Isaac vs Ivan hit #1 in challenge and #2 in engagement and creativity.

Root of Guilt

- Most downloaded of the 2021 DADIU projects at Aalborg University.
- Many youtube videos of people playing it.
- Praise in comments for the work done in a short time.

Language

- ✓ Danish
- ✓ English

Contact

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