Gustav "Gurkan" Dyrendahl

QA Designer

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GAME PROJECTS

EA SPORTS FC™ 25

Frostbite Engine, 2024, EA
- Quality Verification
- Cross Platform Testing
- Company Software Utilization

In Between

Unreal Engine, 2020, Futuregames
- Project managment
- Gameplay Design
- Puzzle Design

Town In Peril

Gamemaker Engine, 2019, Mediagymnasiet
- Narrative Design
- Character Design
- Quality Verification

PROFICENCIES

ABOUT ME

I'm a friendly and easy going individual according to my friends and peers, and someone who can gets the job done. When I discover something new, I enjoy learning about it thoroughly until I can explain it to others, which is a quality driven by my desire to grow.

EDUCATION

Game Design, Futuregames (2020-2022)

C# Scripting
Unreal Engine Blueprinting
Advanced Project Methodology
Rapid prototyping
Advanced game design and QA

Game Design, Mediagymnasiet Nackastrand (2016-2019)

Adobe and Maya
Game Development Documentation
Unreal Engine 4
Software understanding
Project Methodology
Gamemaker Studio

ADDITIONAL EXPERIENCE

Resturant & Service

During my high school years I worked in the resturant industry. Throughout my time in that industry I have heightened my ability to work under a lot of pressure and stress, while I've also improved my skill to work in a team and communicate.

LANGUAGES

Swedish (Native)
English (Bilingual)