



# Adam Olszowy




## Game Designer


 Stockholm, Sweden

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## Skills

Unity	Game Design
Unreal	Sound Design
FMOD	Technical Design
Git	Lighting Art
Perforce	Cinematics
Trello	Scrum (Agile)
Photoshop	

## Languages

English - Fluent  
Swedish - Fluent  
Polish - Fluent

References -  
Available upon request

## About Me

I'm a video game developer based in Stockholm, recently completing five years of professional game development education and internship. My passion lies in playing and creating games that excel in aesthetics and gameplay. I have a solid understanding of various aspects of game development and a continuous desire to learn more.

## Work Experience

### Landell Games - 2023

Worked on Project Apoceus,  
an RTS game inspired by genre classics.

Intern Game Designer Generalist (8mo)

Lead Designer | Trailer Producer (2mo)

## Projects

### Technically Clean - 2022

*Nominated for Swedish Game Awards*

A fast paced arcade game where you clean up  
the house before your parents come home.

Game Design - Technical Design - Lighting Art

### Anomaly 52 - 2022

A narrative puzzle game where you use  
glitches to move through a virtual facility,  
locked in by a mysterious corporation.

Game Design - Lighting Art

### Natural Killer Cell - 2021

A brief story based first person shooter  
game where you fight back against  
an alien invasion on a remote world.

Game Design - Sound Design- Lighting Art

*And more...*

## Education



Higher Vocational Education  
in Game Design

**FutureGames, 2021-2023**



Bachelor Programme in Computer  
Game Development

**Stockholm University DSV, 2018-2021**