

Amanda Ahonen

Technical Game Designer

+46 72 253 8447

Mail: amanda.ahonen96@hotmail.se

Linkedin: [Linkedin.com/in/amanda-ahonen](https://www.linkedin.com/in/amanda-ahonen)

Portfolio: <https://amandaahonen.dev/>

Profile Summary

Curious, goal-oriented technical game designer eager to grow both technically and creatively. Experienced in building functional prototypes and optimizing core game mechanics. Passionate about writing clean, scalable, and reusable code while seeking an environment that fosters continuous learning and innovative problem-solving in game design.

Technical Skills

- **C#**, specialized in game programming
- **Unity, Godot**
- **Git, Perforce**
- **Agile methods**
- **Game Design** (level design, narrative design, mechanics design)
- **Game marketing** basics

Soft Skills

- Excellent **communication skills**
 - Expertise in behavioral **reinforcement techniques** and **learning psychology**
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Education

Södertörn University

Game design & Scripting | Aug 2022 - June 2025

- All aspects of game design including **level design** and **narrative design**.
- **Game design analysis**.
- **Game programming in C# with Unity**.
- **Game development** and **project management**.
- Designing analogue games.

Himmelstalunds Gymnasium

- Zoology on a basic level, including ethology.
 - 15 weeks of internships at different facilities with a wide range of species.
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Work Experience (Gained **Soft Skills**)

Schenker AB

Terminal worker | Dec 2018 - Present

- **Problem solving under pressure:** Worked with technical equipment and machinery in a fast-paced, high-pressure environment, requiring quick thinking and decision-making. This helped me develop strong problem-solving skills that are crucial in game development.
- **Attention to detail:** Handled detailed data processing for weight and volume measurements, which honed my ability to focus on accuracy, an important skill when working with code and debugging.

- **Time management:** Managed multiple tasks simultaneously in a fast-paced environment, teaching me how to prioritize and organize work efficiently.
- **Collaboration in team settings:** Worked closely with a team to ensure efficient operations and communication, especially in high-stakes situations, sharpening my teamwork and communication skills.

Max Hamburgers

Restaurant assistant | Dec 2016 - Dec 2018

- **Customer service and communication:** Regularly interacted with customers, providing excellent service while handling complaints and resolving problems. These experiences helped me build strong communication skills and empathy, valuable for collaborating with colleagues and understanding players' needs.
 - **Team collaboration:** Worked as part of a large team in a fast-paced environment, learning the importance of collaboration, adaptability, and being proactive, all of which are key when working in a game development team.
 - **Multitasking and time management:** Juggled several tasks at once, ensuring orders were processed quickly and correctly, which refined my ability to handle multiple priorities and stay organized.
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Hobbies

- Participating in **game jams**.
- **Gaming** in purpose of entertainment and **gaining designer experience**.
- **Dog training** (results in **skills and experience in the psychology of learning and rewards!**).
- Digital art: drawing in **Krita**.