24.04.1991

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Education

- Bachelor's Degree in culture and arts, Game Design at University of Applied Sciences (XAMK), Kouvola, Finland (2015 2019)
- Bachelor's Degree in Biology, Faculty of Biotechnology, University of Ljubljana, Slovenia, (2010 2015)

Work Experience

- UX/UI Junior Designer at Bohemia Interactive, Brno, Czech Republic (January 2019 - April 2019)
- Assistant Designer and Video Editor for the Visn Project by the World Deaf Organisation, funded by Google (September 2018 - December 2018)
- Game Design Intern at Nitro Games Oy, Kotka, Finland (February 2018 - July 2018)
- Game Designer, Project/Product Lead at the Outfit 7 Talent Camp workshop (July August 2017)
- Peer Tutor for the Game Design Study Program at XAMK (February 2016- February 2018)
- Customer support service and telemarketing in the call center at Petrol d.d. (January July 2015)

Projects

- Game and UX designer for the Ludum Dare 42 Game jam for the game "Space Out! https://ldjam.com/events/ludum-dare/42/space-out-1
- Game Design & Card art for the class fan board game "Siege of Gondolin
- Background Artist, Writer, Coordinator; Spring 2017 Class Project "Bad Dog https://www.youtube.com/watch?v=kZZ5OKsY8zw&app=desktop&ab_channelevernaK
- Background Artist and Video Editor for the Game Your Royal Gayness https://store.steampowered.com/app/765210/Your_Royal_Gayness/

Skills

I am fluent in English, German and Slovene.

I am well versed in the Microsoft Office Suite, the Adobe Suite and I have good basic

knowledge of the Unity Engine and some basic knowledge of C# scripts.

I am a fast learner, hardworking, dedicated, punctual and a good team player. I adapt well and have good problem solving skills.

In my free time I enjoy playing FPS, RPG and puzzle games on the PC. I also play a lot of board games and do pen and paper role play. I enjoy writing and doing short animations, as well as reading, cycling or going for hikes in nature.