







CARL MONTGOMERIE

GAME DESIGNER

CONTACT

-  +4672 326 36 77
-  carl@montgomerie.se
-  www.carlmontgomerie.com
-  Hägersten, Stockholm

ABOUT ME

Multi-faceted game designer with programming capabilities and leadership experience. Bachelor's graduate with projects contracting over 250K players. Receptive, with good communication skills and a flair for identifying and developing the fun.

EDUCATION

GAME DEVELOPMENT (2021-2024) *Stockholm University*

Degree of Bachelor of Science
Main Field of Study: Computer and Systems Sciences
Specialization: Computer Game Development

EXPERIENCE

GAME DEVELOPER (2024-)

Random Making Games

Leading the development of a multiplayer platformer in Unreal Engine.

GAME DEVELOPER INTERNSHIP (2024)

Reactional Music Group

Created a game highlighting a musical plugin. Lead game designer, UI designer, 2D artist and QA.

CHIEF TECHNOLOGY OFFICER (2020-2021)

Dagens PS

Responsible for maintenance and development of the IT-environment, project leading and planning.

EXPERTISES

GAME DESIGN

- Gameplay feature design,
- implementation and balancing
- Clear design documentation
- Rapid prototyping
- User-friendly UI/UX design

AUDIO & VISUALS

- Sound design and music creation
- Design and implement cinematics
- VFX, art and animation prototyping

LEVEL EDITORS AND PROGRAMMING

- Unreal Engine, Unity
- C#, Java, C++, Python, Unreal Blueprints
- AI and machine learning within game-playing agents experience

LEADERSHIP

- Flexible and quick problem solving skills
- Idea-driven with a clear vision and ability to rapidly switch course at necessity
- Focus on great team collaboration whilst facilitating a joyful and creative environment