



Henrik Gamborg

Game Designer, Developer & Tester

Skills

Unreal Engine | Unity
GitHub | Programming
Photoshop | Blender | Maya
3DsMax | Office

Competences

Rational Game Design

Through rational game design, I am able to ensure a balanced game experience.

Rational Level Design

As an extension of Rational Game Design, Rational Level Design allows me to balance specific levels in games, to ensure a growing intensity

QA/UR testing

Through quality assurance and user research, I am able to find and fix bugs as well as target and adjust game contents to fit with the target audience.

Agile workflow

I am accustomed to working in an agile project environment, and can utilize such an environment to target and solve issues.

Language

✓ Danish
✓ English

Contact

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Profile

Games are a passion of mine. Through two decades of playing games I have experienced almost every genre of game imaginable and I have loved every second of it. Some games are better than others, but they all tend to provide some good experiences, be it designed or emergent. Out of school, I struggled with finding where my passions were, and as a result I have had many life experiences in different fields. After struggling for some years, my grandmother said to me in her living room; "If you love games so much, why don't you just make them". Since then, I have focused my education and life on the track to becoming a game developer. In my free time, I either play computer games, go fishing or ride my mountain bike. I dream of learning to play the guitar I have had for over a year now... some day.

Experience

● RuneRock Studios

Game & Level Designer | 2022-2022

We focused our masters thesis on game development, specifically how you might develop a 3D, third-person platformer which is targeted at the hardcore gamer. During this time, I acted in the role as Game & Level Designer, as well as tester.

● Solar Studios

Game & Level Designer | 2021-2022

During the third semester of my masters, I participated in a program called DADIU at Aalborg University. DADIU is a semester where you are divided into groups which form a mock game studio. In my group(Solar Studios), I acted as a Game & level Designer and at times acted as Lead Game & Level Designer.

Education

● MSc - Interactive Digital Media

Aalborg University, Aalborg | 2020 - 2022

Interactive Digital Media is focusing on how you can control and design for user experience. My group and I managed to focus our entire masters on game development. For our first semester, we focused on figuring out what makes a game replayable. For the second semester we focused on which kinds of project management are found within game studios. Our third and fourth semesters are described in the experience section above. Generally we managed to get equal to A+ grades through all of it.

● BSc - Medialogy

Aalborg University, Aalborg | 2016 - 2020

During my bachelor in Medialogy, I gained a lot of experience in many different regions of media. I learned to create video, auditory and image media. I learned to program in different languages and created a series of simple software solutions based on the projects at hand.