

# Hanna Hoffman

## Game Designer

### CONTACT

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### EXPERIENCE

#### Team Witchcraft, Lead Level Designer; *Selene's Espace*

2021 - Ongoing

- Stealth game. A young girl uses stealth and magic to save her sister from being burned on the stake as a witch.
- Unreal 5, Level Design, Game Concept

#### Nivari Entertainment, Lead Designer; *Virus Slash*

2020 - 2021

- Arcade/Slashing mobile game. A tribute for those who took responsibility in the pandemic, slash viruses, earn points and unlock new rewards. Currently available for download at Google Play store.
- Unity 2D, Documentation, Project Management, Game Concept

#### Forsbergs Skola Lead Designer; *Whispers of Hope*

2020

- ARPG. A twist on the classical tale of Pandora and greek mythology where she fights her way through the evils her husband set free.
- Unity 3D, White Boxing, Level Design, Scrum, Documentation

### EDUCATION

2020-2022 **Forsbergs Skola**, *Game Design*

2019-2020 **Lund University**, *Film Studies*

2016-2019 **Nya Latin Gymnasium**, Arts: Theatre & Production

### OTHER ACHIEVEMENTS

#### Cheer Infinity Athletics, Captain & Coach

2012 - 2016

- Captain of one of Sweden's top ranking Senior Cheerleading teams four years in a row as well as coach and trainer for the Junior team.
- Lead, encourage and train as well as choreograph routines.
- During my time the teams took 2 back-to-back Golds and 1 Silver in Swedish Championships.

### DESIGN SKILLS

Game Design

Documentation

Narrative

Project Management

Level Design

Teambuilding

Scrum (in Trello)

### SOFTWARE

Unity 3D/2D

Unreal 4/5

### LANGUAGE

Swedish - native

English - fluent

### INTERESTS

Writing

Art & Art History

Narrative based gaming

Painting & drawing

My cat Sigge