



JOSHUA ÁSBERG

GAMEPLAY DESIGNER

I am an Icelandic gameplay designer studying game design at Futuregames in Stockholm, currently hunting for an exciting internship opportunity!

www.joshua-asberg.com

joshua.asberg@gmail.com



+46 79 350 56 59

RECENT PROJECTS

Shadow of Sanara (2022)



Roles: Product Owner,
Gameplay Designer
Time: 7 weeks

Underline (2021)



Roles: Gameplay
Designer
Time: 4 weeks

Pumpkin Boy (2021)



Roles: Gameplay
Designer
Time: 2 weeks

WORK EXPERIENCE



Kukl - Project Manger / Camera Technician

Reykjavík, Iceland, 2015 - 2021

- Project managed film productions of all shapes and sizes
- Maintained cinema camera equipment
- Serviced camera mounts for helicopter filming on-location



Freelance Filmmaker

Iceland, 2015 - 2021

- Directed, shot and post-produced music videos, short films and commercials
- Director of photography of a feature film (Uglur), theatrical release in 2021



SAMBÍÓin - Digital/Print Advertising

Reykjavík, Iceland, 2014 - 2015

- Designed advertisements for online and print
- Managed social media accounts

INTERESTS

- Film photography
- Archery
- Table tennis
- Table top roleplaying games
- Board games
- Comic books
- Aviation

LANGUAGES

- English - Fluent
- Icelandic - Fluent
- Swedish - Basic comprehension

EDUCATION



Futuregames - Game Designer

2021 - Present



The Icelandic Film School - Screenwriting and Directing

2014 - 2015

SOFTWARE SKILLS



UNITY



UNREAL
ENGINE



BLENDER



ADOBE
PHOTOSHOP



GITHUB



PERFORCE



C#



BLUEPRINTS