



CV

Emmy Strutzenblad

1994-09-27

My core discipline is game design, though I've worked in the game industry for the past 7 years as a community and product manager.

My strongest assets are my willingness to learn new things and always striving to improve myself.

Work Experience

May 2025 - February 2026

Multiverse ApS (Game Company)

Community Manager

June 2018 - May 2025

Adventure Box Technology AB (publ) (Game Company)

Community/Product Manager

Education

August 2016 – May 2018

PlaygroundSquad Fåln,

400 Vocational University Points

Game Design

September 2013 - January 2015

Dalarna University

Engineering, Energy Technology

August 2010 - June 2013

Helixgymnasiet, Borlänge

Natural Science

Individual Courses

June 2025 - September 2025

Game Design Skills

Mastering Game Mechanics Bootcamp

<https://gamedesignskills.com/courses/mechanics-bootcamp-scale-depth-alexander-brazier/>

January 2016 - March 2016

Stockholm University, 7.5 University Points

The Practice Of Writing & Reading

August 2015 - December 2015

Umeå University, 7.5 University Points

Digital Storytelling & Creative Learning

August 2015 - October 2015

Borås University, 7.5 University Points

Animation & Multimedia For The Web

Languages

Swedish (Native Tongue)

English (Fluent)

Japanese (Semi-fluent)

Chinese (Weak)

Skillset

Game Development Software

Unity
Game Maker
Starcraft Galaxy Editor
Pycharm

Version Control Software

HG Mercurial

Illustration, Animation & Art Software

Adobe Photoshop
Adobe Maya
Adobe Flash
Blender

Video Editing Software

Adobe Premiere
Adobe After Effects

Skills

Scripting
C#
Python
Gameplay Design
Level Design
UI/HUD Design
QA-Testing
Game Mechanic Balancing
Game Design Documentation
Writing & World Building
Research & Data Gathering
Community Management
3D Modeling
Low-Poly Rigging
3D Animation

CONTACT

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PORTFOLIO

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