

Anders Lystad Brevik

Curriculum Vitae



Summary:

Game designer and programmer with a background in Entertainment Technology. Experienced in both digital and tabletop games.

Skills:

Programming: C#, JavaScript, Actionscript 3.0, Lua
Web: HTML, CSS, PHP, XML, JSON, MySQL
Software: Unity3D, Adobe Photoshop, Adobe Flash

Education:

2011 – 2013 Master's Degree in Game Design, IT-University of Copenhagen
2008 – 2011 Bachelor's Degree in Entertainment Technology, Nord Trøndelag University College
2007 – 2008 Modern Circus, Fjordane Folk High School
R1/NS1 Mathematics, Eid High School
2004 – 2007 Media and Communications, Meldal High School
2005 – 2006 Exchange Student, Pawnee Heights High School, USA

Languages:

Norwegian: Native
English: Fluent
Danish: Proficient
Swedish: Proficient

Work experience:

- 2016 – Current Ustwo
Game development in Unity3D (C#) for clients. Work on several projects, including Play Doh Touch for Android and iOS.
- 2014 – 2016 KnapNok
Game development in both Unity3D (C#) and Adobe Flash (AS3) on various projects, including Cloud Chamber for Steam and Spin the Bottle for Wii U.
- 2013 – 2017 Kvasir Games I/S
Co-founder, game designer and production manager.
A company consisting of the people behind Mussades and Wanted: Igor.
- 2012 – 2014 ArtOfCrime ApS
Game design and development using ActionScript 3 in Adobe Flash and FlashDevelop.
Work included development and maintenance of Huxville, a flash-based MMO.
- 2008 – 2011 Bodegan (Volunteer work)
2008 - 2009: Bartender. 2009 - 2010: Bar Manager. 2010 - 2011: Chairman

Projects:

Affordable Space Adventures

Affordable Space Adventures is a puzzle adventure game for the Nintendo Wii-U developed by Knapnok Games and Niffilas Games. I joined the development team in 2014 as a programmer. The game received 2 nominations for the Golden Joystick Awards 2015.

Mussades

A board game with an Arabic theme developed during Nordic Game Jam 2012. The game received the following awards: Best Board Game and Jury's Choice Award by David McCarty, GREE. The game was also nominated as a top 12 finalist for the People's Choice Award.

Wanted: Igor

A card game based on Frankenstein developed during Nordic Game Jam 2013. The game received the award for Most Sellable Board Game and was nominated as a top 11 finalist for the People's Choice Award. The game was released to market early 2014.

Organizational Experience:

- 2013 – 2014 Supplement in IGDA Denmark
Active member and co-organizer of events such as Nordic Game Jam.
- 2012 – 2013 Editor and Board member for ANSA Denmark
Responsible for the magazine Frikadellen, sent out to members 3 times per year.
- 2009 – 2011 Board member for the Learning Environment Committee at HiNT
Student representative, focused on improving the learning environment for student.
- 2010 – 2011 NITO Studentene Steinkjer
2009 - 2010: Board member. 2010 - 2011: Chairman
- 2009 – 2010 Board member for Start HiNT
Active member of the local chapter of a national organization working with innovation and entrepreneurship amongst students.