	Billy Becker Game Designer	
Contact Email billy.becker@live.se	About me I'm a graduate of the International Game Architecture and Design program at Breda University of Applied Sciences. With prior education and career spent in fine arts, language and logistics, I am currently fully devoted to game design and development. I am currently working on the action-adventure Volatility, my first solo project under the name "May As Well Games". Recently returned to Gothenburg, Sweden after living abroad in Norway, the Netherlands and South Korea. I adapt easily to new environments and am open to moving for the right opportunity.	
LinkedIn	Experience	
<u>billyjbecker</u> Portfolio <u>www.billyjbecker.com</u>	Designer & Programmer & Artist2023 – 202XVolatilityFirst solo indie development project, under sole proprietorshipMay As Well Games.Demo release in August 2023.	
	Designer & Programmer2020 - 2021A Series of Rude Awakenings & FirekeeperStudent graduation projects done as part of a small teamsimulating an independent developer studio environment.	
<u>Tools & Skills</u> • Uníty • Unreal Engine 4 • C#	Level Designer 2019 - 2020 Kari: Stranded on the shores of Vanaheim Student project as part of Breda University education with the aim of simulating work in AAA studio environment.	
Microsoft OfficeGoogle Suite	Education	
Google SuitePhotoshop/Paint.netAbletonAudacity	Breda University of Applied Science2017 – 2021International Game Architecture and DesignNetherlandsSchool formerly known as NHTV.School formerly known as NHTV.	
Mantis Bug TrackerJIRAPerforce	Kyung-Hee University2015 – 2016Korean Language TrainingSouth Korea	
Blender	Schillerska Gymnasiet2004 – 2007Art & DesignSwedenHigh School Diploma EquivalentSweden	
LanguageLevelSwedishFluentEnglishFluentKoreanBeginner		