

Hannes Wäst

Level Designer, writer and narrative designer.

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EXPERIENCE

Gothia Cup, Gothenburg – Kitchen Staff

July 2013 – July 2013

For one week during the Gothia cup I worked as kitchen staff with a team of 5 other teenagers and one supervisor. We fed around 700 teenagers from around the world every day for breakfast, lunch and dinner.

Kungsbacka Municipality, Kungsbacka – Personal Assistant

1st of July 2017 - 24th of January 2018

Part time work as a personal assistant for Kungsbacka Municipality. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

GIL, Gothenburg – Personal Assistant

15th of March 2018 - 28th of August 2019

Full time work as a personal assistant for Göteborg Independent Living. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

Malmö Municipality, Kungsbacka – Personal Assistant

15th of June 2022 - 17th of August 2022

Full time summer job as a personal assistant for Malmö Municipality. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

EDUCATION

Löftadalens Community College, Åsa – 2021

2019 - 2021

Learned how to use digital audio workstations to set up, manage, mix and master audio projects.

The Game Assembly, Malmö – TBA

August 2021 - TBA

Currently ongoing course in level design.

SKILLS

Unreal Engine 4 & 5

Blender

P4V / Perforce

Unity

AWARDS

None as of yet

LANGUAGES

English

Swedish