

Driton Gashi

Technical Designer



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 Kopparvägen 180, 187 44 Täby



Game Designer - Coffee Stain North - 2020/08 -
General Game Designer/Technical Designer
AI Design and behaviour trees
Designing Events and fun game play
Responsible for Grinding and Grind-splines
Level design
Vehicle gameplay design
Agile workflow
Sprint planning
Leading cross-disciplinary teams to achieve sprint goals



Game Design Student - Future Games - 2018/9 - 2020/8
Game design education

<u>Internship</u>	-	Coffee Stain North	20-01-2020 - 28-08-2020
<u>Internship</u>	-	Nordic Forest Games	11-11-2019 - 10-01-2020



Senior Project manager - Nasdaq - 2018/03 - 2018/09
Planned and Executed the IT Split-up between Nasdaq and West Corporation
Communicated and planned the project with Offices in 9 countries
Responsible for handling the transfer of 3500 users, files and mailboxes
Planned for how users should utilize Nasdaq SSO platform



IT Management Consultant - Lexher - 2018/01 - 2018/03
Worked with companies to develop agile methods within project management



Service and Support Agent - Nordic Choice - 2015 - 2018
3rd line support technician
Google platform administrator
Active Directory administrator
Network administrator
Installation of network devices and clients
installation and troubleshooting of software and PMS systems
Skill development of technicians



Technical Product Manager - Hoist Technology - 2011 - 2015
Technical responsibility for electronic locks and key card security
Planning for future business
Project management and project planning
Project planning and integration of 3rd party hardware

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Knowledge



Unreal Engine



Unity



C#



Visual Studio

Selected

Professional game developer experience - 3 years of work experience

Qualities

→ Experienced in agile work methods and game development

Agile Project management - 4 years of work experience

→ Skilled to Hold meetings and Sprint planning

→ Good communication skills and motivate teams

Technical skills and Problem Solving

→ 6 years experience in Unreal Blueprinting

→ Measure and confirm that the problem has been solved

→ Good skills at identifying and defining a problem

Education



Future Games - Game Design
Sep 2018 - Aug 2020



KTH - Computer networks, communication and security
Aug 2005 – Jun 2007

Course & Practice



ITIL Foundation
Template for IT companies



Lean IT
Continuous improvement



Scrum
Agile process

Languages

Swedish, English, Albanian