Magnus Grønningen

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Career Summary

Over the past 10 years, I've had the pleasure of contributing to a diverse range of games and interactive productions. I have worked extensively with gameplay prototyping, level design, technical art and project management. More recently, I've had the opportunity to use my expertise across various fields such as higher education, prop-tech & architectural visualization.

Core Skills

- Game Design
- Level Design
- Unreal Engine 5
- 3D Generalist
- Project Management

Work Experience

Metaliving, Next-Gen Property Marketing
Unreal Generalist & Technical Designer | September 2022 – Current.

- As Metaliving's earliest Unreal developer I have taken a leading role developing and managing several interactive projects of various complexity from initial concept to release, such as concepts videos, marketing material, apartment selectors, interactive digital models all done in Unreal Engine 5.
- Prototyped and developed all functionality, systems, and user experiences using blueprints in Unreal Engine 5. Established a flexible production pipeline for rapid adjustments based on client feedback. Collaborated closely with a full stack developer on extensive pixel streaming implementation.
- Enhanced Metaliving's projects by optimizing and beautifying them, including material creation, mesh refinement, lighting adjustments, post-processing & rendering. Worked closely with internal 3d artist to transform gray box architectural models to complete interactive applications.

Noroff, School of Technology and Digital Media
Subject Teacher, 3D Games Design | January 2019 – September 2022

- Led Noroff's 3D Games Design course in Oslo, Norway, overseeing classes of 15-25 students annually. Taught game design theory, concept development, level design, game documentation, and project management through practical lectures.
- Instructed students in gameplay prototyping and visual coding with Blueprints in Unreal Engine 4/5. Thought students professional 3d art and animation workflows and technical implementation in Unreal & Substance Painter.
- Led a larger initiative to keep Noroff's curriculum up to date and relevant for students going out into the industry. Created new study plans, practical and theoretical activities and assignment.

Papertrail AS
Co-Founder, Interactive Designer, Consultant | September 2017 - October 2019

- Founded a prototyping & visualizing company, using game technology to visualize and simulate shipping and maritime operations and products.

- Did extensive prototyping and concept development for Norwegian maritime companies, developing UI & UX solutions in Unreal Engine 4.
- I was the daily manager of the company, organizing operations and holding communications and meetings both internally and outwards with our clients.

Henchman & Goon
Game & level designer | July 2016 - December 2016

- Was responsible for creating and designing two of the games later levels based solely on small descriptions and some concept art developed early in production.
- Designed challenging and interesting puzzles using both of the games characters to full use, combining their unique gameplay abilities together with the environments functions and mechanics.
- Did extensive play testing on the entirety of the game and gave pivotal feedback before the game went from alpha to beta internally. Documenting bug's and potential issues on already developed levels & mechanics.

Formal Education

Noroff School of Technology and Digital Media | *August 2014 - June 2016*

- Vocational School, Game Design, 3D Design & Animation.
- Winner of best student & student work end of semester 2016.

Skills

- Game Design
- Level Design
- Prototyping
- Scripting/Visual Scripting
- 3D Visualization
- Application Development
- Project Management & Production
- Scrum & Agile workflow
- Multi disciplinary collaboration & Communication

Software

- Unreal Engine 4/5, Unity, Godot
- Blender, Krita, Photoshop, Substance Painter/Designer, Davinci resolve
- Office Suite, Click-Up, Miro, Trello
- Perforce, Github

Languages

- Norwegian (Native)
- English (Fluent)