Magnus Grønningen

Portfolio: www.magnusgd.com
E-mail: Magnus.gronningen@gmail.com
Adress: 0460 Oslo, Norway
Phone: +47 46428032



Career Summary

Over the past 10 years, I have worked on a diverse range of games and interactive productions. I have contributed extensively to gameplay prototyping, technical art, rendering 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
- Unreal Engine
- Scripting
- 3D Generalist
- Project Management

Work Experience

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

- Hired to research, develop & grow Metaliving into a powerful next generation property marketing company, utilizing every part of the real-time technology Unreal Engine 5 had to offer at the time.
- I was instrumental in the design & development of Metaliving´s core systems & production workflows from architectural files to a fully functional sales tools now used by realtors and customers across a range of property types in Norway.
- I was responsible for all Unreal development & output, from scripting & developing internal art tools, rendering cinematic videos and images. Developed Interactive interfaces and functions needed for apartment selectors, showroom applications & digital twins running on desktop, mobile & over the web with Pixel Streaming.
- Collaborated & worked closely with 3D artists & full stack developers to create content that had parity with offline rendered assets & to integrate our output and digital tools seamlessly on customers´ platforms and websites.

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. Responsible for teaching game design theory, concept development, level design, game documentation, and project management through practical and theoretical lectures.
- Instructed students in gameplay prototyping and visual coding with Blueprints in Unreal Engine 4/5. Taught students professional 3d art, animation workflows and technical implementation in Unreal Engine using Blender & 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, Designer & Consultant | September 2017 - October 2019

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

- Did extensive prototyping and concept development for Norwegian maritime industry, developing UI & UX solutions in Unreal Engine 4.
- I held a project manager role, supporting and keeping production on track. Was responsible for communications and meetings both internally and outwards to clients.

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

- Was hired to help Henchman & Goon take Pode from an alpha stage of production to a fully playable version. I was given the responsibility of designing & blocking out some of the games latest and most challenges levels based on some early concept art.
- Designed head scratching puzzles using both of the games characters unique mechanics, creating a challenging but balanced & fun gameplay experience for kids and adults.
- Did extensive play testing & a second pass on several already built puzzles and navigation section that helped the game reach a higher level of polish before release.

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, Technical Art & Prototyping
- Visual Scripting & Application development
- 3D Visualization, Lighting & Rendering
- Project Management & Production planing
- 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)