

Ole Jaller, Gameplay & Technical Designer

Charlottenberg, Sweden
jaller.ole@gmail.com

<https://www.linkedin.com/in/ole-jaller/>
www.olejaller.com

Language

Swedish - Native English - Fluent
Norwegian - Bilingual

Software Proficiency

Unreal Engine 5	Perforce	Trello
Unity	Github	Hack'n'Plan
C#	DaVinci Resolve	Twine

Work Experience

Slimes: Cannon Combat – 2023 - Present – Self Published on Steam - Remote work
2-man project co-developer together with one artist.

- Responsible for all non-art related tasks such as design, scripting, ui/ux, profiling, physics, online multiplayer, testing and more, while giving technical support to the artist when needed.

Meelfoy Games – 2021 - 2022 – Remote work

Internship as Acting Game Lead answering to Elio Polizzi, General Manager with +10 years of experience at Ubisoft, Riot Games and more.

- Plan and assign tasks on Trello to team members while working with design/programming/art leads to achieve our milestones.
- Review, discuss and help iterate on design tasks with team members.
- Performance profiling and optimization to keep the game inside our performance budget.
- Script some of the systems designed by me or other team members.
- Design and implement visual feedback in our UI.

Green Cloud Nursery – 2018 – Bundaberg, Australia

Farm Hand

- General farm hand work plus new workers training and any other task that needed to be done.

All Hands Volunteers – 2016 - 2017 – Ecuador & Nepal

Construction Team Lead for disaster relief projects after earthquake disasters.

- Nepal & Ecuador - Team lead for 4-12 people and responsible for training volunteers for new team lead positions.
- Nepal - Co-leading the “women's workshop project” training local women for construction work.

Systembolaget – 2011 - 2017 – Charlottenberg, Sweden

Customer Service, Sales & Storage

- Storage work with forklift and customer support and sales in store.

Education

Futuregames, Higher Vocational Education – 2020 - 2022 – Stockholm, Sweden

Game design program with a focus on group based projects reflecting work at studios in the industry.