

Martin Grabinski

Aspiring system designer with a solid foundation in Unreal Engine and a love for creative problem solving.

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EDUCATION

Futuregames, Stockholm — *Technical & Systems Design*

August 2023 - June 2025

Studied Game Design with a specialization in Tech & Systems Design for two years and gained experience with Unity, Unreal Engine and working together in a production-like setting with large teams.

Nacka Strands Gymnasium, Nacka strand — *Game Design*

August 2020 - June 2023

Studied Game Design for three years and gained experience in parts of the Adobe Suite, Unreal Engine and working together in diverse teams.

RELEVANT SKILLS

Unreal Engine — *Proficient*

Strong experience in using Unreal Engine for creating immersive and interactive environments, including level design, blueprint scripting and asset integration.

Miro — *Proficient*

Knowledgeable in managing Miro boards for various group projects & ensuring easy cross-discipline communication.

Blender — *Proficient*

Skilled in Blender for creating and editing 3D models, animations and visual effects.

Unity — *intermediate*

Intermediate level familiarity with Unity for development of 2D and 3D games.

C# — *intermediate*

Good intermediate knowledge of C# and use of C# with Unity.

C++ — *beginner*

Entry level knowledge of C++ for use in Unreal Engine.

SOFT SKILLS

Communication - Ability to explain complex concepts and ideas concisely

Teamwork - Experience working in diverse teams to accomplish shared goals

Leadership - Demonstrated ability to lead and motivate others in group projects and activities

LANGUAGES

Swedish - Native

English - Fluent

Polish - Intermediate

INTERESTS

Game design and development.

Digital art.

Virtual reality experiences.

Machine learning & AI.