

# Måns Billing

## **Contact Information**

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Date of birth: 1989-08-08



## **Current employment**

**Game designer at Forgotten Key**  
August 2016-

## **Education**

### **Degrees**

**Bachelor of Arts: History of ideas and sciences**  
Lund University, 2015.

**Bachelor of Science: Media technology**  
Blekinge Institute of Technology, 2012.

### **Senior high school**

**Social science programme with international profile**  
Eslövs gymnasieskola, 2005-2008.

## **Selection of additional courses**

The History of Aesthetics, Lund University, 7,5 ECTS.

The Intellectual History of Posthumanism, Lund University, 7,5 ECTS.

Higher education pedagogy – introductory course, Blekinge Institute of Technology, 7,5 ECTS.

Startup Boot Camp – idea and concept development for digital media, Blekinge Institute of Technology, 15 ECTS.

Creative writing, Kristianstad University, 7,5 ECTS.

## **Employment history**

### **Blekinge Institute of Technology**

September 2012 – June 2014

Lecturer at the digital games programme.

### **Karlshamn city library**

2015-2016

Library assistant. Employed by the hour while studying.

### **Halmstad city library**

June – August 2012

Library assistant. Temporary summer position.

### **Ericsson, Karlskrona**

June-August 2011

Software developer with focus on usability on handheld and web platforms. Worked with gamification concepts. Temporary summer position.

### **Eslöv city library**

Summer 2008

Library assistant. Temporary summer position.

## **Lectures and projects**

### **Brädspelskaféet i Karlshamn**

March 2015-

Joint owner of the Karlshamn boardgame café.

### **DigiLabb, Karlshamn**

June 2016

Teacher in a one week game development course for teenagers.

### **Centre for digital humanities, University of Gothenburg**

April 2016

Internship at the Centre for digital humanities at the University of Gothenburg.

### **Eslövs city library**

October 2014

Held a talk about digital games.

### **Jämshögs folkhögskola**

October 2014

Held a talk about digital games.

### **Lecture for Regionbibliotek Stockholm**

March 2013

Held a talk about the relationship between games and literature.

### **GAMEcore.se**

2012-2013

Writer for Swedish game site GAMEcore.se.

**Regional library Southeast**

September – October 2012

Held a series of lectures about games as entertainment and the relation between games and literature. Part of the project Futurum.com.

**Blekinge Institute of Technology**

November-December 2011

Teacher in a level design course. Taught Unreal Development Kit to second year students and gave a short introduction to UnrealScript.

**2 Hour Lunch Studios (Trading Company)**

August 2011 – March 2012

Winner of Game Concept Challenge 2011 with the game *Sjörök* together with six other students at Blekinge Institute of Technology. Released the game during the fall of 2011. Worked as game designer and scripter on the project.

**Vägga senior high school, Karlshamn**

March-April 2011

Taught Game Maker to students. Discussed design concepts with students and helped with technical aspects of the development tool.

**Additional information**

Driver's license:

B (Sweden).

Languages:

Swedish: Native.  
English: Professional.  
German: Intermediate.