

# CV

## **Nils Koster**

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## **Work Experience**

**January – march 2009**

### **Freelance designer - Miracle Network, Kolding**

- Concept development for clients of Miracle Network.

**August 2007 - January 2008**

### **Interaction Designer @ LEGO (internship)**

- Development of various products within the LEGO Company.

**Juli 2007**

### **Freelance designer - Shiftcontrol Studios, Copenhagen**

- Taught 3d modeling, exhibition project at the Public Service Festival, Copenhagen.

**June - September 2005**

### **Graphics and world design - Runestone Game Development**

- 3d design of a MMORPG persistent world.
- Creation of settings, props and architecture.
- Development of visual style & work methods for other world artists.

## **Studies**

**2004 - 2009**

### **MA Interaction design - Kolding School of Design**

- Trained in idea generation & concept development.
- Experienced with the creation of audiovisual products.
- multitude of other skills amongst, programming, analytics, sketching etc..

**February - June 2008**

### **Utrecht School of Arts - Game design & development**

- Studies in building good games methodically.

**2002 - 2004**

### **Multi media Design @ Aarhus Business College**

- Trained in web design & programming, project planning & management.

**2000 - 2001**

### **8 months Foundation Course @ European Film College**

- Immersive course on all aspects of film production.
- Specialized in film production & sound engineering.