



Linus Jernström

Game Designer

About Me

Game designer from Dalarna, Sweden, currently refining my craft at Playgroundsquad in Falun. Passionate about problem-solving, teamwork, and innovating in gaming. Seeking to translate my enthusiasm and curiosity into a hands-on internship experience.

Experience

- UE5 & Blueprints
- Unity & C#
- Source Control - Git
- Scrum / Agile Workflow
- Collaboration

Contact



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Game Projects

MORRIS: Mortality Rate

6 Weeks

- Lead Design - in charge of game vision, meetings, decision-making, direction and presentations.
- Hands-on Designing - prototyping, iterative gameplay and user experience design.
- Systems Implementation - responsible for integration of integral gameplay systems and elements.

Burglar | PSVR2

9 Weeks

- UI and UX Design - crafted immersive and engaging user interfaces for a seamless player experience.
- Implementation - responsible for programming and implementing interactive gameplay elements.

Work Experience

Board Machine Operator at Stora Enso, Fors.

Part of Shift Team D at KM2 between June 2021 - Aug 2021, as well as the following year, June 2022 - Aug 2022. Summer Job.

Education

KARLFELDTGYMNASIET, AVESTA
Technical Programme | 2019 - 2022
Received a grant for excellent studies

PLAYGROUNDSQUAD, FALUN
Game Design | 2022 - Present