

INTRODUCING

CALLE WAHLSTEDT NILSSON

GAME DESIGNER



CONTACT

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SOFT SKILLS

COMMUNICATION

PROBLEM-SOLVING

GROUP-MANAGEMENT

SOFTWARE

EXCEL / GOOGLE SHEETS

PHOTOSHOP

UNREAL ENGINE 5

UNITY

LANGUAGES

SWEDISH, NATIVE

ENGLISH, FLUENT

FRENCH, ELEMENTARY

EDUCATION

GAME DESIGN AT
PLAYGROUNDSQUAD, 2022 -
2024

IB AT SANNARPSGYMNASIET,
2018 - 2021

OTHER MERITS

MILITARY CONSCRIPTION, JAN
2022 - JUL 2022

PRESIDENT AT HALMSTAD
FIGURSPELSFÖRENING. 2021 -
2022

ABOUT ME

I AM AN ENTHUSIASTIC 20 YEAR OLD GAME DESIGNER FROM SWEDEN. I SPECIALIZE IN ANALYSIS, LUDONARRATIVE AND SYSTEMS DESIGN.

OUTSIDE OF GAME DESIGN I DABBLE IN CREATIVE WRITING, MUSIC & WEBDESIGN!

I HAVE PREVIOUSLY HELD SEVERAL FIDUCIARY DUTIES IN DIFFERENT CONTEXTS SUCH AS THE SWEDISH ARMED FORCES MILITARY CONSCRIPTS' MOVEMENT, AND AS PRESIDENT OF HALMSTAD FIGURSPELSFÖRENING. I LOVE TO SOLVE PROBLEMS AND COMMUNICATING WITH PEOPLE, PROFESSIONALLY AND CASUALLY.

CURRENT PROJECTS

MINI-TRON, FEB 2023 -

DESIGNING AND DEVELOPING A 3D PLATFORMER, ATTEMPTING TO ENCAPSULATE THE PS2 ERA PLATFORMING EXPERIENCE MIXED WITH THE POWERFUL UNREAL 5 ENGINE AND THE ABILITY TO CHANGE THE PLAYER AVATAR'S SIZE.

THE SHOW MUST GO ON, JAN 2023 -

DESIGNING A STORY-DRIVEN RHYTHM GAME WITH A BRANCHING STORY, MEANINGFUL INTERACTIONS AND A TOUCHING NARRATIVE.

FINISHED PROJECTS

CALL OF DINNER, NOV 2022 - DEC 2023

DESIGNED SYSTEMS, UI, GAMEFLOW, BALANCING AND OVERSAW TEAM COMMUNICATION DURING THE PRODUCTION OF CALL OF DINNER A FPS MIXED WITH A COOKING SIMULATOR AND ARCADE MECHANICS. PART OF THE EDUCATION AT PLAYGROUNDSQUAD. [DOWNLOAD LINK!](#)

FUN FACTS

HAVE HOSTED OVER 50 TOURNAMENTS AND EVENTS IN THE COLLECTIBLE CARD GAME MAGIC: THE GATHERING

HAVE PLANNED, MANAGED AND HOSTED SEVERAL D&D CAMPAIGNS OVER 4 YEARS.

LOVE PANCAKES.