

Calle Wahlstedt Nilsson

Game Designer



Contact:

Telephone: +46 072 204 44 01
Mail: Carwah0210@gmail.com
Discord: Snabkol#1337

Soft Skills:

Communication
Problem-solving
Group-management

Software skills:

Word & Google Docs
Excel & Google Sheets
Photoshop
Unreal Engine 5

Languages:

Swedish, Fluent
English, Fluent
French, Elementary

Education:

Game Design
Playgroundsquad, 2022 - 2024

International Baccalaureate,
Sannarpsgymnasiet 2018-2021

Other Merits:

Military Conscription, Jan 2022 - Jul 2022

President,
Halmstad Figurspelsförening, 2021 - 2022

Board Member,
Halmstad Figurspelsförening 2018 - 2021

About me

I am an enthusiastic 20 year old Game Design Student in Sweden with many interests and passions. Within game design I specialize in analysis, the interaction between gameplay and narrative, also known as ludonarrative, and developing gameplay systems.

Outside of game design I dabble in creative writing, music & web-design!

Previously held several fiduciary duties in different contexts such as game clubs and the Swedish Armed Forces Military Conscript Movement. Love to solve problems and to communicate with people, both professionally and casually.

Finished Projects

Game Analysis: League of Legends, 2022
Wrote a detailed analysis on the gameplay systems within Riot Games' hit game League of Legends. Served as 1/2 work tests for application to Playgroundsquad.

Game Design Document: Gnome Thief's Antics, 2022
A game design document regarding a top-down stealth game. Done as part of an assignment at Playgroundsquad.

Current Projects

Game Production: Call of Dinner
Designing and managing production of a first-person shooter cooking simulator where the player has to wrangle living (and murderous) ingredients to please their guests and cook the best food! This project a group-effort and part of an assignment for Playgroundsquad.

Game Design: Drop-Out
Designing, from the ground up, a story-driven, rhythm game with a branching story and choices that actually matter.

Fun Facts

Avid Magic: The Gathering player, having hosted over 50 small tournaments and events between 2018 - 2021

Spent countless hours in-character as part of different roleplaying experiences.