GAME DESIGN

CALLE WAHLSTEDT NILSSON
GAMEPLAY & UI DESIGNER

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Carwah 🔗

SUMMARY

Game design student with a great interest in pop-culture, science and video games. with a keen eye for consistency and a strive to always improve as a developer and co-worker.

Very self-motivated and results-driven with a preference for working together in a team with clear communication and an agile workflow. "most social introvert known to mankind"

Objective:
To obtain a full-time game design or QA internship or junior positon November 2023.

EDUCATION

Vocational Degree
Upplsvelse- och speldesign
Playgroundsquad, 2022-2024

High School Diploma
International Baccalaureate
Sannarps Gymnasiet, 2018 - 2021

MERITS & OTHER

Military Conscription
Skyttesoldat, Näs Kompani
January 2022 - July 2022

Halmstad Figurspelsförening
President & Board member
August 2018 - August 2022

Playgroundsquad Summer-Camp for Women and Non-Binary
Group Leader & Planning
2 days, June 2023

SCHOOL PROJECTS

Alien Intern VR
Lead designer, Game Project 2
9 weeks, March 2023 - May 2023
- Designed gameplay & UI with a focus on accessbility and legibilty
- Held daily scrum meetings to promote an agile workflow
- Maintained communication and planning across disciplines
- Team of 16 students
- Developed for the psvr2 using Unreal Engine 5

Call of Dinner
Gameplay and ui designer, game project 1
6 weeks, november 2022 - december 2023
- Designed gameplay & ui with a focus on player feedback and clarity
- Implemented and prototyped systems with blueprints
- Held daily scrum meetings to promote an agile workflow
- Team of 10 students
- Developed for PC using Unreal engine 5

SOLO PROJECTS

Thrift
Gameplay and UI Designer, Personal Proejct
4 weeks, May 2023 - June 2023
- Designed Gameplay & ui with a focus on clarity, and promoting player decision-making and strategy
- Planned my workflow and adapted accordingly
- Duo together with Lukas Arnold
- Developed using Unreal engine 5

Lost Memories
Gameplay designer & event manager, Gamejamsquad2023
48h February 2023
- Planned and hosted a gamejam for the students of playgroundsquad
- Designed a phone-snooping game using solely ui
- Developed for PC using Unreal engine 5

SOFTWARE

Affinity Designer & Photo:
4 years experience

Unreal Engine 5:
4 projects complete

Unity:
2 basic games complete

Trello/Milanote:
Used for 2 projects

Google Suite:
Educational use for 6+ years

HOBBIES

Reading & Writing
Worldbuilding comics and Sci-fi /fantasy novels

Gaming
World of warcraft, Terraria, Magic: The Gathering

Graphics Design
Logotypes and Webpages

Roleplaying
Dungeon master of 4 years and player since forever

PREVIOUS WORK

Radio Halmstad
Audio Intern
March 2021 - September 2021

Restaurang Salt
Runner
May 2021 - August 2022
(Summers only)

Restaurang Wapnö
Runner
March 2020 - June 2020