

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.

## 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!](#)

*LOST MEMORIES - 24TH - 26TH FEB  
2023*

DESIGNED SYSTEMS & UI IN UNREAL5 FOR A PROJECT DURING GAMEJAMSQUAD; A GAMEJAM WHICH I ORGANIZED, HELD AND PARTICIPATED IN TOGETHER WITH PEERS 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.