

INTRODUCING

# Calle Wahlstedt Nilsson

## Contact

Telephone: +46 72 204 44 01

Discord: snabkol

LinkedIn: [Carwah](#)

Portfolio: [Snabkol.github.io](#)

Mail: [Carwah0210@gmail.com](mailto:Carwah0210@gmail.com)

## Software

Affinity Designer & Photo: 4 Years Experience.

Excel / Google Sheets: 10 Years Experience.

Unreal Engine 5: 2 Intermediate Game Projects Completed.

Unity: 2 Basic Games.

## 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

21 year old Game Design Student @ Playgroundsquad looking for Internship with aspiration for further employment. I am interested in UI & gameplay design but would currently call myself a generalist.

## Current Projects

*Personal Project: Thrift, May 2023 - June 2023*

- Personal Project with a 4 week duration at Playgroundsquad.
- Designing Gameplay & UI for a Stealth-Based Heist Game with unique gadgets and means of traversal.

## Finished Projects

*Alien Intern VR, Mar 2023 - May 2023*

- Game Project 2 at Playgroundsquad.
- Designing Gameplay & UI. Focusing on accessibility and legibility.
- Developed for PSVR2 using Unreal 5.

*Call of Dinner, Nov 2022 - Dec 2022*

- Game Project 1 at Playgroundsquad.
- Designed Gameplay, UI & maintained an Agile Workflow. Focus was on player feedback and clarity.
- Developed for PC using Unreal 5.

*Lost Memories, Feb 2023*

- Submission for Gamejamsquad2023.
- Developed under 48h using unreal 5. My work was mostly based in UMG and navigating different menus.

## Previous Work

- Audio Intern, Radio Halmstad (Jan- July, 2021)