

INTRODUCING

CALLE WAHLSTEDT NILSSON



GAME DESIGNER

CONTACT

TELEPHONE: +46 204 44 01

MAIL: CARWAHO210@GMAIL.COM

SOFT SKILLS

COMMUNICATION

PROBLEM-SOLVING

GROUP-MANAGEMENT

SOFTWARE

EXCEL / GOOGLE SHEETS

PHOTOSHOP

UNREAL ENGINE 5

UNITY

LANGUAGES

SWEDISH, FLUENT

ENGLISH, FLUENT

FRENCH, ELEMENTARY

EDUCATION

DESIGN AT PLAYGROUNDSQUAD,
2022 - 2024

INTERNATIONAL
BACCALAUREATE 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

GAME PRODUCTION: MINI-TRON

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.

GAME DESIGN: THE SHOW MUST GO ON

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

FINISHED PROJECTS

GAME PRODUCTION: CALL OF DINNER

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.

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.