

# Calle Wahlstedt Nilsson

## Game Designer



### Contact:

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### 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:

International Baccalaureate,  
Sannarpsgymnasiet 2018-2021

### Game Design

Playgroundsquad, 2022 - 2024

### 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 & programming!

## Summary

Junior Game Designer with an interest for systems design, ludonarrative and game analysis. 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 Design: Drop-Out

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

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.