

GAME DESIGN

CALLE WAHLSTEDT NILSSON

GAMEPLAY & UI DESIGNER

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SNABKOL.GITHUB.IO 

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 FROM THE PERIOD NOVEMBER 2023 - JUNE 2024. WITH POTENTIAL FOR A JUNIOR POSITION AFTERWARDS.

EDUCATION

VOCATIONAL DEGREE

UPPLSVELSE- OCH SPELDESIGN

PLAYGROUNDSQUAD, 2022-2024

HIGH SCHOOL DIPLOMA

INTERNATIONAL BACCALAUREATE

SANNARPSGYMNASIET, 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 ACCESSIBILITY AND LEGIBILITY
- 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

YARN

SOLO DEVELOPER, PERSONAL PROJECT.

CURRENTLY IN-PROGRESS, JUNE 2023 - PRESENT

- FURTHERING MY KNOWLEDGE OF THE UNREAL ENGINE ARCHITECTURE.

THRIFT

GAMEPLAY AND UI DESIGNER, PERSONAL PROJECT

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