GAME DESIGN

CALLE WAHLSTEDT NILSSON
SYSTEMS & GAMEPLAY DESIGNER

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SNABKOL.GITHUB.IO 🌐

CARWAH 🔗

SUMMARY

Game designer 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.

Social butterfly who loves not only to take part, but also **arrange events** & tournaments.

Superpowers include **rapid prototyping**, solid **production mindset** a knack for **communication & cracking terrible puns**.

EXPERIENCE

Aurora Arts Studio
Game & systems designer
November 2023 - current

- Has ownership of, and aided in, development of major gameplay systems.
- Aided in planning & structuring for current and future work.
- In charge of communicating development updates to the community.
- Responsible for hosting brainstorming-sessions, meetings and discussions related to game design.
- Writing all the gameplay/design documentation for the project.

Game jam count: 7

MERITS & OTHER

Playgroundsquad Summer-Camp for women and non-binary
Group Leader & Planning
2 days, June 2023

Military Conscription
Skyttesoldat, Näs Kompani
January 2022 - July 2022

Halmstad Figurspelsförening
President & board member
August 2018 - August 2022

PROJECTS

Fae & Fauna - [Link]
Gameplay designer
November 2023 - Current

- Designed **gameplay**, **UX** & **progression** for a open-world RPG game.
- Built major gameplay systems and tools using **Blueprints** and **C++** in **Unreal Engine 5**.
- Contributed with **project management** via planning and prioritising gameplay features and content.
- Aided in **communication between disciplines** in a team of 7 developers.
- Responsible for building & **publishing changes to Steamworks**.

Nip 4 speed - [Link]
Gameplay and narrative designer
48h, February - Global gamejam 2024

- Designed **gameplay** around a tight time frame and theme
- Planned the **narrative** and wrote **dialogue** for the game
- Team of 5 developers
- Developed for pc/web browsers using **Unity URP**
- Garnered popularity online after the jam

Trouble in Loomie Land - [Link]
Gameplay and UI designer
9 weeks, September 2023 - november 2023

- Designed **gameplay & UI** with a focus on **accessbility and legibilty**
- Designed and implemented player mechanics
- Developed and iterated upon **simple tools** to simplify level design
- Designed and helped **implement multiplayer** support both in gameplay and UI
- Team of 17 students
- Developed using **Unreal Engine 5**

Alien Intern VR
Gameplay designer and Project lead
9 weeks, march 2023 - may 2023

- Acted as Producer during the project, communicating **production timelines & deadlines**.
- 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**

SOFTWARE

Affinity Designer & Photo:
5 years Experience

Unreal Engine 5:
5 Projects Complete

Unity:
3 basic games complete

Trello/Milanote:
Used for 5 projects

Google Suite:
Educational & personal use for 10+ years

HOBBIES

Reading & Writing
Worldbuilding,
Sci-fi/Fantasy novels,
Comics,

Gaming
Magic: The Gathering,
World of Warcraft,
Outer Wilds,
Blue Prince

Graphics design
Logotypes,
Webpages

Roleplaying
Dungeon Master of 5 years and player since forever

EDUCATION

Vocational Degree
Upplesvelse- och Speldesign
Playgroundsquad, 2022 - 2024

High School Diploma
International Baccalaureate
Sannarpsgymnasiet, 2018 - 2021