

Calle Wahlstedt Nilsson

Contact

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Soft Skills

Communication

Problem-Solving

Agile workflow

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 looking for LIA Internship with potential for further employment. I am interested in UI & gameplay but would currently call myself a generalist.

Current Projects

Alien Intern VR, Mar 2023 - May 2023

- Game Project 2 at Playgroundsquad, Falun with a 9 week duration.
- Designing Gameplay & UI.
- Developed for PSVR2 using Unreal 5.

Finished Projects

Call of Dinner, Nov 2022 - Dec 2022

- Game Project 1 at Playgroundsquad, Falun with a 6 week Duration.
- Designed Gameplay, UI & maintained an Agile Workflow.
- Developed for PC using Unreal 5.

Lost Memories, Feb 2023

- Submission for Gamejamsquad2023.
- Developed under 48h using unreal 5.

Previous Work

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

Fun Facts

- Hosted 50+ Events & Tournaments for *Magic: The Gathering*.