

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, A KNACK FOR COMMUNICATION & CRACKING TERRIBLE PUNS.

EXPERIENCE

AURORA ARTS STUDIO
GAME & SYSTEMS DESIGNER
NOVEMBER 2023 - CURRENT

...WITH MORE TO COME!

GAME JAM COUNT: 4

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

PROJECTS

NIP 4 SPEED - [LINK](#)

GAMEPLAY & 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.

THRIFT - [LINK](#)

GAMEPLAY AND UI DESIGNER

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

TROUBLE IN LOOMIE LAND - [LINK](#)

GAMEPLAY AND UI DESIGNER

9 WEEKS, SEPTEMBER 2023 - NOVEMBER 2023

- DESIGNED GAMEPLAY & UI WITH A FOCUS ON ACCESSIBILITY AND LEGIBILITY
- DESIGNED AND IMPLEMENTED PLAYER MECHANICS
- MADE CUSTOM FUNCTIONS AND MACROS TO EASE DEVELOPMENT FOR THE TEAM
- DESIGNED AND HELPED IMPLEMENT MULTIPLAYER SUPPORT BOTH IN GAMEPLAY AND UI
- TEAM OF 17 STUDENTS
- DEVELOPED USING UNREAL ENGINE 5

ALIEN INTERN VR

LEAD DESIGNER

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



SOFTWARE

AFFINITY DESIGNER & PHOTO:
4 YEARS EXPERIENCE

UNREAL ENGINE 5:
5 PROJECTS COMPLETE

UNITY:
3 BASIC GAMES COMPLETE

TRELLO/MILANOTE:
USED FOR 3 PROJECTS

GOOGLE SUITE:
EDUCATIONAL & PERSONAL
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 5
YEARS AND PLAYER SINCE
FOREVER

EDUCATION

VOCATIONAL DEGREE
UPPLSVELSE- OCH
SPELDESIGN

PLAYGROUNDSQUAD, 2022-
2024

HIGH SCHOOL DIPLOMA
INTERNATIONAL
BACCALAUREATE
SANNARPSGYMNASIET, 2018
- 2021