

Egil Guting

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PROJECTS

Game Jam: Sphelsylt 2025

[Link to Game](#)

I scripted interactions between the visual elements and the core mechanics. Basically ensuring that upgrades gained from the interface led to actual changes in player character's abilities. Making the game gave me the experience of working together with people and making quick decisions since we made the biggest bulk of the game in the last 7 hours.

EDUCATION

2021 - 2024 Bachelor's Degree in Computer Science at **Chalmers**

2024 - present Master's programme High-Performance Computing at **Chalmers**

PUBLICATIONS

Björk, Pauline et al. (June 2024). "Portrayal of Sexuality and Gender in Video Games". In: p. 92.

In my bachelors thesis, I wrote about sexuality and gender in games. We chose a couple of games and analyzed how they dealt with including a diverse set of differing identities. We then asked people in a case study their opinions about the games. Lastly, we used the feedback from the case study to create a prototype on a character creator. This gave me insight into how to go from a concept to a finalized product.

NON-PROFIT WORK

Hobby theater

early 2010s to 2021

During my years before Chalmers I was active in hobby theater where I together with others practised and acted in plays. I got to learn how to improvise and also during the later years got the opportunity to create a play together with my friends. It opened up new ways of cooperation by adapting your responses in improv depending on what other people did, but also practicing scenes together was an important part of the teamwork. We could spend hours workshoping a scene just to ensure it was delivered correctly.

Member of Chalmers Computer Science board game committee

Spring 2022 to 2023

Worked in the Chalmers Computer Science and Engineering board game committee called DLude where we arranged board game nights for our student division.

We also participated in the student's reception through board game nights for both bachelor's and master's students, coordinated an event with other committees on the reception for students of all programs to try out board games and participate in various activities.

We made sure to have meetings regularly, about once a week for our last event, to coordinate and finalize decisions together early which was necessary for all bigger events since they often required communication between committees from different programs. It also helped with our regular board game nights because we had to ensure that there was enough food and that there were rooms available.

Plot writer on LARPs

2022 to 2025

I have participated in LARPs where I wrote characters and story for the events. For the most part this entailed writing the plot direction of different characters to create a cohesive and combined narrative. It was an interesting and rewarding experience to work together and create worlds and stories, especially because you had access to other peoples experiences and perspectives. It was the work that was most

reminiscent of doing theater together with my friends since the creation of all character plots was very collaborative. As a plot writer you interpreted and wrote stories for players, which were written independently. Therefore, this made feedback very important when you had to ensure that all characters followed an uniform and cohesive story, at the same time the scope was often too big for a single person to follow which made feedback even more important.