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 cooperative iteration.

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

Professional skills 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: 10

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 an 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**.
- Acted as **mentor** for 3 LIA students.

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
- Spawned a sequel

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 management

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:
8 years Experience

Unreal Engine 5:
6 Projects Complete

Other Engines:
4 Projects Complete

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 since 2020 and player since forever

Music
Guitarist for 20 years, Produced music for game james for 2 years

EDUCATION

Vocational Degree

Upplesvelse- och Speldesign

Playgroundsquad, 2022 - 2024

High School Diploma

International Baccalaureate

Sannarpsgymnasiet, 2018 - 2021