

Sebastian Lund

Game Designer



WORK EXPERIENCE

Intermediate Game Designer

Ember Trail | September 2023 - Present

- Took charge of design during final production and shipping of Distant Bloom.
- Main designer working on a unannounced title.

Junior Level/Game Designer

Ember Trail | January 2023 - July 2023

- Joined the team to work on the level design for the game Distant Bloom.
- Role expanded to include game design, scripting, content creation and implementation.

Junior Game Designer Generalist

Gro Play | January 2021 - June 2022

- Led the design work and implementation for a large scale content update to the game Grow Planet.
- Led the sound design and assisted with game/level design on multiple mobile games and applications.
- Worked on game design and content implementation for an unreleased title.

EDUCATION

Higher Vocational Education In Game Design

Future Games | 2019 - 2021

- A vocational program focused on practical game design skills and their application.

Bachelor's Degree In Digital Game Design

Blekinge Institute Of Technology | 2016 - 2019

- Education focused on game design theory and philosophy.

PROFILE

I'm a game designer with generalist experience through my time working in smaller studios. If something needs doing then I'm always happy to jump in and explore new areas of expertise.

SKILLS

Software

- Unreal Engine
- Unity
- YarnSpinner
- Perforce
- Jira

Programming

- C#
- Unreal Visual Blueprint
- Angelscript

PORTFOLIO



sebastianlund.net

CONTACTS



Lidingö, 18139
Sweden



slund.dev@gmail.com



076-3273452