Tomas Lundgren

Game Developer & Level Designer

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EXPERIENCE

Expansive Worlds (ASG), Sthlm — *Mission Designer*

2023 - PRESENT / The Hunter: Call Of The Wild, The Angler

Avalanche Studios (ASG), Sthlm — World + *Game Designer*

2022 - 2023 (19 months) / Generation Zero

Kikimora Games, Remote — *Level Designer*

2020 - PRESENT / Wizard's Way Out, Pest Apocalypse

Avalanche Studios (ASG), Sthlm — *Senior QA Tester*

2018 - 2022 / Generation Zero

Fatshark AB, Stockholm — *QA Intern + Contractor*

2018 (8 months) / Warhammer: Vermintide 2

Freelance, Stockholm — *Game Developer*

2017 - 2018 (3 months) / Kids The Game (Jubel AB, Mavrick)

Freelance, Stockholm — *Video & Film Production*

2012 - 2017 / Various TV and Film Productions

Various Companies, Various Locations — *Various Jobs*

2008 - 2016 / Farmhand, Delivery Driver, Distribution, Food Industry, Etc

EDUCATION

Forsbergs Skola, Stockholm — *Game Development*

2015 - 2017 / Broad vocational education focused on Game and Level Design

Molkom Folkhögskola, Molkom — *Film Production*

2010 - 2012 / Videography, Video Editing and Script Writing

John Bauer Gymnasiet, Örnsköldsvik — *IT Media*

2005 - 2008 / Videography, Video & Photo Editing, Multimedia, Etc

SKILLS

- Level Design
- Game Design
- Illustration
- 2D Animation
- Image Editing
- Video Editing
- Creative Writing

TOOLS

- Unreal Engine
- Godot Game Engine
- Construct 2
- Unity (Basics)
- Microsoft Office
- Google Apps
- GitHub + Perforce
- Audacity
- Video Editors
- Photoshop + Photopea

OTHER EXPERIENCE

- Playtesting Organizer
- Game Jam Organizer
- Forum Moderator

LANGUAGE

- Swedish (Native)
- English (Fluent)

DRIVERS LICENSE

- Yes (B)