



# Sebastian Lund

## Gameplay Designer

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## Education

### Future Games

#### Game Design Program (2019 - Present)

Higher vocational education that focuses on simulating game production close to industry-standard practices.

### Blekinge Institute of technology

#### Digital Game Design (2016 - 2019)

Education focusing on the theoretical & philosophical side of game design.

## Work Experiences

### Iuvo Gaming

#### Event planning and management (2010 - 2016)

Helped build a non-profit organization focused on the social aspect of games. Organized and managed both larger events and the organizations public gathering spot.

### Solstenen Preschool

#### Assistant (2014 - 2016)

Worked as a full-time assistant at a preschool, helping out with everyday activities and week to week planning.

### Burger King

#### Front desk work & Dishwasher (2013 - 2014)

Worked for one year at a local Burger King restaurant. Provided experience with working odd times and under stressful conditions.

## Recent Projects

### Safety Protocol - PC (2020)

A first-person, narrative-focused game that features environmental puzzles and minor exploration.

Gameplay Design

Narrative Design

C# Scripting

Unity

### Pok'our - PC (2020)

A third person, arcade-style platformer that features fast-paced, parkour movement.

Gameplay Design

Level Design

Blueprint scripting

Unreal

### Library Rumble - PC (2019)

A two to four player, top-down party game featuring a king of the hill style of gameplay.

Gameplay Design

Level Design

Blueprint scripting

Unreal

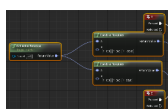
## Proficiencies



Unreal



Unity



Visual  
Scripting



C# Scripting



Scrum



Perforce



Adobe XD