

Sebastian Lund

Game Designer

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Profile

I'm a game designer with generalist experience through my time working in smaller studios. With a firm belief in the importance of a positive attitude and a willingness to learn, I always strive to help the team in any way possible.

Software Skills

- Unreal Engine
- Unity
- YarnSpinner
- Jira
- Perforce

Programming Skills

- C#
- Unreal Visual Blueprint
- Angelscript

Experience

Game Designer

Ember Trail

Rejoined the Ember Trail studio as their main designer under new ownership

September 2023 – December 2024

Uppsala, Sweden

- Worked on the Distant Bloom project's final production period, finalizing its design and content.
- Designed and assisted in prototyping an unannounced title.

Junior Level/Game Designer

Ember Trail

Hired as a level designer for the Distant Bloom project.

Januari 2023 – July 2023

Uppsala, Sweden

- Initially tasked with iterating on the level and world design, with only a few sections of the world needing to be developed from scratch.
- Prior generalist experience and a proactive approach led to the role expanding to include game design, scripting, content creation, and implementation of said content.

Junior Game Design Generalist

Gro Play D

Joined Gro Play Digital AB for an internship position, later rolling over to a full-time position.

Januari 2021 – June 2022

Stockholm, Sweden

- 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.

- Designed and implemented content for an unreleased title.
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Education

Higher Vocational Education In Game Design

Future Games

2019 - 2021

Stockholm, Sweden

- 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

Stockholm, Sweden

- Education focused on game design theory and philosophy.
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Notable Achievements

Safety Protocol - Student project nominated for a Swedish Game Award in 2021

Category - Best execution in narrative

- Project leader for the game, managing the creative vision and direction of the project.
- Lead the design for the project's main gameplay system.