

Sebastian Lund

Generalist Game Designer



WORK EXPERIENCE

JUNIOR LEVEL / GAME DESIGNER

EMBER TRAIL | January 2023 - July 2023

- Joined the team to work on the level design of the unreleased game Distant Bloom.
- Role was expanded to generalist game designer which included scripting, content creation, and implementation.

JUNIOR GAME DESIGN GENERALIST

GRO PLAY | January 2021 - June 2022

- Led the design work and content implementation for a large content update to the game Grow Planet.
- Led the sound design and assisted with game/level design on multiple mobile games/applications.
- Worked on Game design and content implementation for a yet 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 the philosophical side of game design.

REFERENCE

References are available on request.

PROFILE

Game designer turned generalist through my time working with smaller studios. If something needs doing, I am always happy to jump in and explore new areas of expertise.

SKILLS

Software

- Unity
- Unreal Engine
- YarnSpinner
- Jira
- Perforce
- Figma

Programming

- C#
- Unreal Visual Blueprint
- Angelscript

PORTFOLIO



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CONTACTS



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