

Sebastian Lund

Game Designer



WORK EXPERIENCE

Game Designer

Ember Trail | September 2023 - December 2024

- Main designer for the final production period and shipping of Distant Bloom.
- Main designer working on an unannounced title.

Junior Level/Game Designer

Ember Trail | January 2023 - July 2023

- Joined the team as a level designer for the game Distant Bloom.
- Prior generalist experience and a proactive approach led to role expanding 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.
- Designed and implemented content 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. 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.

SKILLS

Software

- Unreal Engine
- Unity
- YarnSpinner
- Perforce
- Jira

Programming

- C#
- Unreal Visual Blueprint
- Angelscript

PORTFOLIO



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CONTACTS



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