



# Sebastian Lund

## Gameplay Designer

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## Education

### Future Games

#### Game Design Program (2019 - 2021)

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

### Gro Play

#### Game Designer/ Developer (2021 - Present)

Generalist designer and game developer working on multiple projects.

### 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)

### Burger King

Front desk work & Dishwasher (2013 - 2014)

## Recent Projects

### Showtime, Alfie Atkins! (2022)

An app focused on creative play, helping the users create their own movies with characters and scenes from the Alfie Atkins IP

Gameplay Design

Audio Design

Audio Implementation

### Grow Planet - Content Update (2022)

A large content update, featuring a new level to explore, a new storyline to experience and new gameplay mechanics to play around with.

Gameplay Design

Level Design

Narrative Design

### The Planet Academy (2021)

A learning platform using interactive learning to teach students how our planet works, the problems our ecosystems are facing and possible ways to prevent further degradation.

Game Design

Gameplay Design

Narrative Design

System Implementation

## Proficiencies



Unreal



Unity



Visual Scripting



C# Scripting



Scrum



Perforce



Figma