



JONATHAN GULLSTRÖM

LEVEL DESIGNER ☎ +46-733262638

◦ DETAILS ◦

+46-733262638

jonathangullstrom@gmail.com

◦ LINKS ◦

[My Portfolio](#)

[LinkedIn](#)

◦ SKILLS ◦

Unreal

Unity

Quadspinner Gaea

C#

C++

◦ HOBBIES ◦

Minature games like
Warhammer 40k.

All kinds of games from
Half-life: Alyx to Stellaris to Tarkov.

◦ LANGUAGES ◦

Swedish

English

👤 PROFILE

A passionate game designer who focuses on creating engaging game-play and levels that feel **believable** and immersive. Loving environmental storytelling I work to make my levels feel real like they could exist outside the bounds of the game.

During my studies, I've made a point to learn the basics of other **disciplines**, so I can have easier and more informed discussions with my team.

Knowing what you're asking for as a designer has in my experience led to **better scopes** and more **reachable goals**. That will leave the **entire team** satisfied.

🎓 EDUCATION

Futuregames

August 2020 — Present

At Futuregames I've focused on level design, working to continue to grow as a designer who specializes in FPS and third-person games. During my time here I've gotten more experience with Unity and have gotten a good grip on Unreal.

Computer science bachelor, Stockholms Universitet, Stockholm

September 2017 — June 2020

Studying Game development at SU I focused on design work. I was in charge of game and level design in the projects I worked on, handling everything from conceptualizing and designing mechanics and levels to implementing them and balancing them.

My coding experience consists of studying and working with Java, C#, and C/C++. I also learned basic modeling using Maya here.

★ GAME PROJECTS

Richochet

May 2021 — June 2021

School project

First person, hard-core shooter with parkour movement.

3rd project at FutureGames

My roles: **Level design, gameplay design, level artist.**

VR Game project: Bounds of Steel

October 2019 — January 2020

School project

VR simulator, mech game, hero defense.

3rd project at SU

My Roles: **Level design, gameplay design, level artist.**

- **Parkour game project: Crossroad station**
April 2019 — June 2019
School project
Third-person, Time trial, Parkour movement.
2rd project at SU
My Roles: **Level design, gameplay design, level artist.**
- **Gamejam project: Can I have that gravity?**
February 2019 — February 2019
Gamejam
2d sidescroller, Coop vs, whacky controls.
My Roles: **Level design, gameplay design.**

👤 INTERNSHIPS

- **Design intern at The Technical museum, Stockholm**
February 2020 — June 2020
Designing and creating an interactive exhibit as part of a larger exhibit about Mars.
There were four people in this project and I'm the designer of the team.
I designed the content, puzzles, what areas to include, etc, and also designed the layout of the scene.
The project was made in Unreal.

📁 EMPLOYMENT HISTORY

- **Store clerk at Coop, Stockholm**
November 2013 — Present
Working at one of Coops concept stores in Zinkensdam as a store clerk, I mainly take care of the postal services in the store which means I primarily handle customer contact. To be effective at this job I have to have good customer support and be fast and effective.

📣 REFERENCES

- **Stella Carrick from Paradox**
070 7411492
- **Hanna Severien from Arrowhead Game Studios**
0704449073
- **Victor Siönäs from Starbreeze Studios**
0730439445
- **Sean Falk from 10 Chambers**
0702749202