

Mattias "Mau" Lundell

Technical Designer

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Work Experience



Rightsized Games, Game Designer October 2022 - Present
Working on a "Undead Inc.". Tasks Include: UI Design, Gameplay Design, UI Programming.



Software Utilized:



Main Owner of:

HUD, UI Menus, Player Feedback



Gro Play, Junior Game Designer March 2022 - June 2022
Wrapping up the "LasseMajas Detektivbyrå". Tasks Included: Level Design, Content Design, Programming, QA.

Gro Play, Intern Game Designer August 2021 - March 2022
Worked on the "LasseMajas Detektivbyrå" game from start. Tasks Included: QA, Gameplay Design, Level Design.



Software Utilized:



Main Owner of:

Content Creation, Lore

Education



Game Design, (2020-2022)
Futuregames



Game Design, (2016-2019)
Mediagymnasiet Nacka Strand

Software Utilized:



Experiences

Exhibitor - Comic Con, Mediagymnasiet



I were one of the chosen students to represent the school at Stockholm-Comic Con.

I greeted con goers, presented course material and showcase student games.

I was an exhibitor all years 2016-2018.

References

Alex Bräysy, Game Designer and Producer
Contact: alex.braysy@gmail.com,
+46 72 177 32 78
My mentor and project leader during my time at Gro Play. He oversaw all my work during my time working at Gro Play.

Daniel Moore, Game Designer
Contact: Daniel.c.j.moore@googlemail.com,
One of my design colleagues at Rightsized Games. We have worked together on most of the games systems.