

Mattias "Mau" Lundell

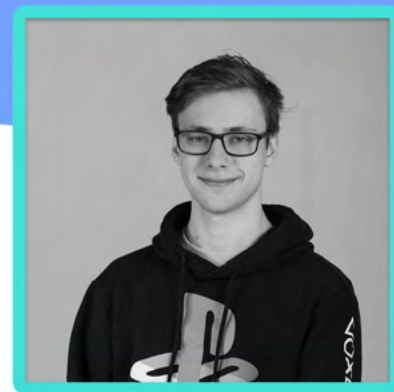
Systems & Technical Designer

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Work Experience



Junior Game Designer, Gro Play (March 2022-current)

Design Focused on "The GOOD Game experience"

Tasks include (but not limited to):

- Gameplay Design
- Prototyping
- Unity C# Scripting
- Level design
- Quality Assurance



Game Design Intern, Gro Play (Aug 2021-March 2022)

Education



Game Design, (2020-2022) Futuregames

Higher Vocational Education

Courses include (but not limited to):

- Scrum Methodology
- Advanced Game Design
- Unreal Engine 4 Blueprinting
- Unity C# Scripting



Game Design, (2016-2019) Mediagymnasiet Nacka Strand

Upper Secondary School

Courses include (but no limited to):

- Game Development Documentation
- Gamemaker Studio Scripting
- Software comprehension

School Projects

Theoretical Minecraft Update

Vanilla Minecraft, 2021, Futuregames
Futuregames Degree project, 10 weeks



Fey Foray

Unity, 2021, Futuregames
School project, 7 weeks



Hand of Creation

Unreal Engine 4, 2020, Futuregames
School project, 4 weeks



Party? Party!

Unreal Engine 4, 2020, Futuregames
School project, 2 weeks



Town in Peril

Gamemaker Studio 2, 2018-19, Mediagymnasiet
High school Degree project (gymnasiearbete)



Proficiencies

Highly Proficient:

Scrum Methodology



Proficient:



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Experiences

Comiccon Exhibitor (2016-2018)

I was an Exhibitor at Stockholm Comiccon 3 years in a row for Mediagymnasiet Nacka Strand.

Studybuddy (2019)

Helping several students get into their first choice of Highschool/Upper secondary school.

References

Alex Bräysy, Ex King, Gro Play designer

Contact: alex.braysy@gmail.com, 072 177 32 78

My mentor and project leader during my current project at Gro Play. He has overseen all my work during the last year.

Languages

Swedish (Native)

English (Bilingual)

Japanese (Elementary)