

Mattias "Mau" Lundell

Systems & Technical Designer

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Work Experience



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

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)

Futuregames LIA internship.
Got to work directly on an upcoming project.

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

Proficiencies

Highly Proficient:

Scrum Methodology



GameMaker Studio 2

unity

UNREAL ENGINE

Google Drive

PERFORCE

miro

Adobe Photoshop



Sourcetree

Trello

Proficient:



Adobe Illustrator

Twine

Office 365

GitHub

Languages

Swedish (Native)

English (Bilingual)

Japanese (Elementary)

References

Alex Bräysy, Ex King, Gro Play designer

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My mentor and project leader during my current project at Gro Play. He has overseen all my work during my time working at Gro Play.