





GUSTAV LINDER

LEVEL DESIGNER / SCRIPTER

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 Gustavlinder.com

Skills

Game Engines

Unreal Engine



Unity



Defold



Scripting Languages

Blueprint Scripting



C#



Lua



Project Management

Scrum & Agile



Perforce



Tortoise SVN



Hansoft



Other

Sketchup



Adobe Premiere



Adobe Photoshop



Education & Work Experience



Future Games
Game Design
2015-Ongoing

During my time at Future Games i have greatly expanded my knowledge in **game design, scripting** and **level design**. I have had the luck of working with several talented people on multiple game projects.



Swedish Game Awards '15
Event Manager
2014-2015

Swedish game awards (SGA) is the biggest **student game competition** in scandinavia. In my role as event manager i arranged several of the major events SGA held, such as their conference at Södertörn University and the Rovio game Jam.



Södertörn University
Game Design
2013-2015

A mainly theoretical program where **game design** was the main focus. But i also gained knowledge in **paper design, scripting** and **agile project management**. I also worked on several game projects with various teams.



Stockholm University
Movie Theory
2012-2013

A course designed to deepen the knowledge of film from both a historical and cultural perspective. It gave me a greater understanding of different ways to convey a story and how to push a medium forward to **create new experiences**.

Game Projects

Aegir : Submerged
Scripter
Q2 2016



About

Aegir is an isometric adventure game with a horror theme where you search an abandoned underwater base to find the truth about the events that took place there.

Developed in **Unity**, with scripts written in **C#**.

My Contributions

Designing and implementing all of the puzzles in the game.

Implementing a multi choice dialogue system for the game.

Implementation of dynamic art assets.

Implementing the user interface.

Trajectory

Scripter
Q3 2015



About

Trajectory is a Top-down, tower defence game where the player defends the earth from an asteroid disaster using heavily armed satellites.

Developed in **Unreal Engine 4**, using **Blueprint Scripting**.

My Contributions

Implementing the user interface for the game.

Implementing the menu in the game.

Scoring the music and implementing all of the sound effects.

Super Neon Drifter
Scripter
Q1 2016



About

Super neon drifter is a co-op driving game where one player takes the wheel and navigates the track while the second player man the guns and shoots at all that comes in the way.

Developed in **Unreal Engine 4**, using **Blueprint Scripting**.

My Contributions

Implementing the user interface.

Scripting the aiming system for the game.

Tweaking the car handling.

Implementation of dynamic art assets.