



GUSTAV SJÖLUND

GAME DESIGNER

(+46) 727004858 | gus.sjolund@gmail.com | [LinkedIn](#) | [Portfolio](#)

SKILLS

Soft

Communication & Collaboration
Adaptability & Flexibility
Leading & Team Coordination
Presentation & Public Speaking

Hard

Gameplay Systems & Mechanics
Level Design & World Building
Game- & 3D engine proficiency
Testing & QA

ENGINES & TOOLS

Unreal Engine

Unity

Perforce

GitHub

Blender

Adobe Creative Cloud

LANGUAGES

SWEDISH - Native

ENGLISH - Fluent

FRENCH - Practical

ACHIEVEMENTS

Rookie Awards 2025

Game of the Year (Finalist)

Global Game Jam 2025

Jury's Prize, ARTFX (First Place)

Global Game Jam 2023

Best Game, ARTFX (First Place)

Digital Creator of the Year

Thoren Innovation School, 2021

SUMMARY

Systems- and Narrative-minded Designer with hands-on implementation experience, and strong production literacy. I build stories through gameplay, systems, and cinematic beats, prototype quickly in-engine, and iterate through testing until the experience can communicate with clarity and emotion. I've shipped projects on Steam and led cross-disciplinary teams of up to 35 contributors, combining creative ambition with reliable follow-through from start to finish.

PROJECTS

DEADBOOT – Game Designer

ULTRAKAOS Games, MARCH 2026 - JUNE 2026

Enhanced DEADBOOT's narrative cohesion by developing cinematics, worldbuilding, and systems that support player understanding, motivation, and progression.

That One Otter Game – Producer & Lead Game Designer

Graduation Project (Rookie Awards Finalist), APRIL 2024 - MAY 2025

Led design & production for a comedic CO-OP party game with a team of 35+ contributors. Coordinated across departments through a playtest-iteration pipeline, from Prototype to final Steam release.

Project: Gateway – Solo Developer

Independent project, AUGUST 2025 - CURRENTLY

Solo-developed a vertical slice in Unreal Engine for a cinematic narrative adventure, owning narrative design, pacing, and in-engine implementation end-to-end.

[More about my projects can be found in my Portfolio]

EDUCATION

ARTFX, Montpellier, France – Master's Game Design & Development

SEPTEMBER 2021 - MAY 2025

5-year Master's emphasizing game & level design, systemic thinking, prototyping, and collaboration. Worked on multiple full production cycles with professional mentorship and juried reviews.

THOREN INNOVATION SCHOOL, Gothenburg, Sweden – High School (Game Dev)

AUGUST 2018 - JUNE 2021

3-year High School Diploma from the Technical Program with specialization in Game Development.

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[Letters of Recommendation](#)

WORK EXPERIENCE

Ardbeg Embassy – Bartender & Service

PART-TIME JULY 2026 – CURRENTLY

- Served food and drinks, with a focus on warm hospitality and high-class guest experience.
- Provided full bar service, including drink preparation and beer & whiskey service, and maintained a clean, organized bar and venue.

ULTRAKAOS Games – Game Designer

PART-TIME MARCH 2026 – JUNE 2026

- Shaped DEADBOOT's narrative experience through cinematics, worldbuilding, hub design, and narrative systems.
- Designed narrative solutions that established the world, conflict, and player purpose to support an action-heavy player experience.
- Collaborated across disciplines and contributed to wider game design decisions to align narrative intent with gameplay execution and production priorities.

Nordic Sportsbar – Service & Bartender

PART-TIME AUGUST 2025 – JUNE 2026

- Served food and drinks in a high-tempo environment, with a focus on warm hospitality and a smooth guest experience.
- Managed bookings and phone inquiries, handling questions and special requests across both the restaurant and activity areas.
- Provided full bar service, including drink preparation, beer/cider service, and maintained a clean and organized bar and venue.
- Operated venue systems for reservations, bowling lanes, arcade machines, and live match broadcasting.

Körningsgården B&B and Café – Manager

SUMMERS 2022 – 2024

- Oversaw daily operations, including staff coordination, register handling, and booking systems.
- Allocated responsibilities across the team and maintained clear routines to ensure consistent service, quality, and efficiency.
- Managed purchasing, inventory, and guest flow across both the café and accommodation operations.

Hjälmarred Confirmation Camp – Leader

SUMMERS 2019, 2022 – 2024

- Planned and delivered activities, workshops, and instructional sessions for youth groups.
- Supported a safe, positive group dynamic through leadership, one-to-one conversations, and conflict resolution.
- Took responsibility for safety, risk assessment, and coordination of schedules, facilities, and materials.