



# SOFIE LINDBERG

## NARRATIVE AND LEVEL DESIGN

### SKILLS



### LANGUAGES



### EDUCATION



#### FUTUREGAMES

GAME DESIGN 2021 - 2023

Big practical game projects.

Lectures and in-depth knowledge from industry veterans. 6 months of internship.



#### UPPSALA UNIVERSITY

GAME DESIGN, GRAPHICS | 2017 – 2020

Practical and Theoretical courses in Game Design and Graphic Design. Practices in agile workflow.

### PROJECTS

[www.sofielindbergportfolio.com](http://www.sofielindbergportfolio.com)

#### You Suck at Parking | 2022-2023

Internship at Happy Volcano

Top-down multiplayer and singleplayer racing game

Level Design, General Game Design

#### LONE MOLE | 2021

Futuregames Project

Top-down view and survival game

Level Design, Narrative Design

#### COMET | 2019

Uppsala University Project

Third person space explorer

3D Graphics, Narrative Design

#### COAL RUSH | 2018

Uppsala University Project

Arcade Game

Physical Build, 2D Graphics, Physical Art

#### ABSENT | 2022

Futuregames Project

Third person adventure and story game

Project Owner, Narrative Design, Sound Design

#### ESCATHON MEADOW | 2021

Futuregames Project

Third person puzzle game.

Narrative Design, Gameplay

#### KÜLM | 2018

Uppsala University Project

Board Game

General Game Design, Art, Narrative Design