



# SOFIE LINDBERG

## NARRATIVE AND LEVEL DESIGN

### SKILLS



### LANGUAGES



### EDUCATION



#### FUTUREGAMES

GAME DESIGN 2021 - 2023

Bigger practical game projects.

Lectures and in-depth knowledge from industry veterans.



#### UPPSALA UNIVERSITY

GAME DESIGN, GRAPHICS | 2017 – 2020

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

## PROJECTS

### ABSENT | 2022

Futuregames Project

Third person adventure and story game  
Project Owner, Narrative Design, Sound Design

### LONE MOLE | 2021

Futuregames Project

Top-down view and survival game  
Level Design, Narrative Design

### ESCATHON MEADOW | 2021

Futuregames Project

Third person puzzle game.  
Narrative Design, Gameplay

### COMET | 2019

Uppsala University Project

Third person space explorer  
3D Graphics, Narrative Design

### KÜLM | 2018

Uppsala University Project

Board Game  
General Game Design, Art, Narrative Design

### COAL RUSH | 2018

Uppsala University Project

Arcade Game  
Physical Build, 2D Graphics, Physical Art