



ALFRED LÖFVING

GAME DESIGNER



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Education



Future Games, Stockholm 2016 – (current)

(Game design, project management, teamwork)

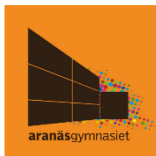
Designed several games in Unreal Engine and Unity while studying theoretical game design. The game projects simulated real projects out in the industry and put high emphasis on teamwork and organization.



Södertörn University, Stockholm 2013 – 2016

(Game design, game design theory, project management)

Bachelor's degree at the university's game design program. I made several games in Unity while studying game design on a theoretical level. I also wrote academic essays on game design theory and sound in games.



Aranäsgymnasiet, Kungsbacka 2009 – 2012

(Music, instruments, performing, acting)

Explored different genres of music through playing instruments and singing aside from standard high school courses. I had weekly individual tutoring with professional musicians, wrote and performed in two musicals, and toured with a concert featuring all music students.

Work experience



Level Designer, Crackshell Indie Game Company, Stockholm 2016

(Level design, sound design, Serious Sam's Bogus Detour)

Designed a level for Crackshell's game Serious Sam's Bogus Detour, which made it into the released product. I also made the game's sound work in the sound engine FMOD.



University of Oklahoma, Oklahoma 2014

(Graphic design, video production)

Updated old course literature by reworking illustrations and producing videos of relevant science experiments.



Volvo Torslanda, Gothenburg 2012

(Event organizing, graphic design)

Organized an internal event showcasing electric and hybrid motor cars of competing brands. I also designed banners for the event as well as invitational posters and pamphlets.

Game projects

Salali

Lead designer 2016

A single player 3D platformer made in Unity with C#. I worked on gameplay design, scripting, level design, music, and sound.

Frankentoy's Great Escape

Level designer 2016

A single player 2D puzzle-platformer made in Unreal Engine. I worked on gameplay design, blueprint scripting, and level design.

Escape from Castle Galdor

Level designer 2017

A single player virtual reality game made in Unreal Engine. I worked on level design and music.

Valhalla Racing

Scripter 2017

A multiplayer kart-racing game made in Unity with C#. I worked on gameplay design and scripting.

Additional skills

Swedish – Native speaker

English – Professional

Work experience abroad

Guitar, bass, piano, vocals, drums

Driver's license

FL Studio

Photoshop

Scrum

SVN

Additional merits

Cities Skylines

QA tester 2016

I quality assured the game by looking for bugs and reporting them at issue tracking platform Jira.

Skylar and Plux

Level designer 2016

I designed an unreleased level for the game using its existing assets. It was very well received by the company CEO of Right Nice Games.

Game pitch

Valhalla Racing 2017

I wrote a script, designed a presentation, and performed a pitch for game project *Valhalla Racing* at Future Games. The performance was very well received by school staff as well as industry professionals from DICE, Avalanche, and King, who called it inspiring and professional.