



Contact me:

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Language:

Swedish - Native

English - Fluent

Software skills:



William Dahlberg

Game Designer

Education:

Futuregames Stockholm

Game design | Feb 2020 - Mar 2022

A variety of game design courses such as visual scripting, C# scripting, advanced game design, and narrative design.

Projects:

Vox

Content developer

I was responsible for prototyping and implementing systems, proofreading and editing dialog, and conceptualize parts of the UX.

The Bard's Tale: Warlocks of Largefearn

Content developer

I was responsible for implementing dialog, mechanics, and playable areas for the second half of the game.

Work experience:

Process Operator

AstraZeneca | Apr 2022 - Current

I work with producing the substance porous particles. I have additional responsibility for personnel distribution and being the primary contact person.

Content Developer Intern

Wanderword | Aug 2021 - Mar 2022

I worked with researching, conceptualizing, prototyping, and implementing systems and dialog using Unity and Wanderword's in-house engine Fabella.

Music teacher

Igelsta grundskola | Aug 2019 - Feb 2020

I was an elementary school music teacher. As the only music teacher, I was responsible for the education of around 500 students.