



# William Dahlberg

Game Designer

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Hello!

My name is William Dahlberg, and I'm a game designer hoping to join you! I'm currently finishing up my internship at Wanderword as I'm looking for my next step in the industry.

I began my dream of working as a game designer at Futuregames in Stockholm. As a game design student, I got to explore various branches within design through courses and game projects. However, one branch stood out the most to me – narrative design.

I've always felt a strong connection to the storytelling aspect of games – how we tell stories and how we receive them. There is just something special about bringing a world to life with believable character interactions and worldbuilding!

Currently, I'm a content developer intern at Wanderword. I work with concepting, prototyping, and implementing mechanics and dialog using Unity and Wanderword's in-house engine Fabella. So far, I've worked on "The Bard's Tale - Warlocks of Largefearn" and an exciting new project called "Vox"!

I've worked with both C# and Blueprint during my studies. My internship also required me to work with JavaScript alongside C#. I would, however, say that my biggest strength lies in the written word. Inside a character sheet, a quest document, or a GDD is where I'm the most comfortable.

To get a better look at my work, I recommend looking through my portfolio! My favorite projects are Stormbird, West of East, and the quest document for Horizon Zero Dawn.

Thank you for taking your time! I hope to hear from you.

Best regards,  
William Dahlberg