



Contact me:

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Language:

Swedish - Native

English - Fluent

Software skills:



William Dahlberg

Narrative 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.

Ljud och Bildskolan Nyköping

Game graphics | Aug 2014 - Jun 2017

A variety of 3D graphics courses such as modeling and animation. It also touched on the basics of game design.

Projects:

The Bard's Tale: Warlocks of Largefearn

Content development

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

Balaam Manor

Narrative & Puzzle design

I was responsible for writing the narrative and directing environmental storytelling. I was also responsible for some of the puzzle designs.

Work experience:

Content Developer Intern

Wanderword | Aug 2021 - Mar 2022

I worked with concepting, prototyping, and implementing mechanics 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.