



Thérèse Lundqvist

NARRATIVE GAME DESIGNER | LEVEL DESIGNER

ABOUT

An organized game designer with a knack for storytelling. Cares deeply for the wellbeing of the team and the quality of the product.

CONTACT

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[Portfolio](#)
[LinkedIn Page](#)

SKILLS

- Unreal Engine
- Unity
- Visual Scripting
- Perforce
- GitHub
- Plastic SCM
- Microsoft Office 365
- Narrative Design
- Game Design
- Level Design
- Writing
- Worldbuilding
- Project Management

EDUCATION

Level Design

Higher Vocational Education

The Game Assembly, Stockholm | 2023-Ongoing

- Course work focused on level design, visual scripting in Unreal Blueprints, agile development practices, worldbuilding and composition.
- Seven multidisciplinary game projects: three in own engine, two in in-house engine TGE and two in Unity.

Game Design & Project Management

Bachelor of Arts, BA

Uppsala University, Visby | 2020-2023

- Course work focused on game design, level design, interactive storytelling, product development and agile project management.
- Eight multidisciplinary game projects: all made in Unity.

WORK EXPERIENCE

Technical Accountant

HDI Global Specialty, Stockholm | 2022-2024

- Responsibilities included invoicing, digital and analog bookkeeping and overseeing statements of accounts.

Sales Associate

Ordning & Reda, Stockholm | 2017-2020

- Responsibilities included inventory management, along with sales and customer services.

LANGUAGES

- Swedish, English - native
- French - basic