



Thérèse Lundqvist

NARRATIVE DESIGNER

ABOUT

An organized 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

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

WORK EXPERIENCE

Narrative Design Intern

EA DICE, Stockholm | Sep 2025 - April 2026

- Responsibilities included implementing narrative features in engine, managing design documentation, owning both player-facing and internal text, and contributing to the worldbuilding and lore of the Battlefield universe.

Technical Accountant

HDI Global Specialty, Stockholm | June 2022 - Aug 2025

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

EDUCATION

Level Design

Higher Vocational Education

The Game Assembly, Stockholm | Aug 2023 - April 2026

- 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 | Sep 2020 - June 2023

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

LANGUAGES

- Swedish, English - native
- French - basic