



Rickard Dahlberg

Level Design & Gameplay Design

Contact Information

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Lives in: Södertälje, Sweden

Employment

Head Teacher
Game Design,
Futuregames
2023 Apr - (Current)

The role of Head Teacher for Game Design at Futuregames includes but is not limited to:

Producing educational video content
Preparing & holding lectures
Mentoring & guiding students
Grading & ensuring quality of the courses
Support guest lecturers and mentors

Education

Game Design,
Futuregames
2019 - 2021

Futuregames is a higher vocational education where I studied Game Design. This included, but is not limited to:

Advanced Game Design
Advanced Level Design
Blueprints - Unreal Engine
C# Scripting - Unity

Projects

Kenopsia
(Steam - Released Fall 2021)
Level Design
& Technical Design

Kenopsia is an adventure game where you travel between different dimensions to find your way out of a strangely empty office populated by visions from its past.
On this project I worked with Technical, Level and Gameplay Design.

AndThenJackWokeUp
(Itch.io - Released Summer 2020)
Level Design
& Gamelay Design

And Then Jack Woke Up is a narrative driven, first person, walking simulator. On this project I worked closely with my team in the areas of Level Design, Gameplay Design, and Narrative Design

Proficiencies



Perforce



Krita



Affinity Designer



Unreal Engine



Unity



Office Suit

Additional Experience

- Head of Education Game Design
- Futuregames (Aug 2022 - Apr 2023)
- Game Design Consultant
- Futuregames (Sep 2021 - Jun 2022)
- Experienced in customer service
- Service Educated (2013)
- Swedish - Native
- English - Full working proficiency