

# OLIVER GRANLUND

## Design & Direction



### CONTACT



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olivergranlund.com

### ACHIEVEMENTS

#### ● AWARDS

It Takes Two received several awards from BAFTA and The Game Awards, including GOTY & best design

#### ● TEACHING

I've taught several courses at Future Games, an acclaimed school for "the rookies". I have also been interviewed by GMTK a couple of times, sharing my insights

### EDUCATION

#### ● FUTUREGAMES

2015-2017

Game Design & Game Development

### EXPERIENCE

#### ENVAR GAMES

Mar 2023 - Present

Game Director / Lead Designer

##### ● UNANNOUNCED PROJECT

Responsible for game vision, design, narrative and recruiting talent for the team. Grew and recruited a team from 5 to 30. Organized pitch meetings, R&D and biz dev for the future

#### HAZELIGHT

Nov 2018 - Mar 2022

Lead Designer / Senior Designer

##### ● UNANNOUNCED PROJECT

Lead & directed a design team of 15 in a design-centric studio with roughly 90 employees. Responsible for R&D of new innovative mechanics, directing and mentoring the team, and acting as the bridge between all disciplines.

##### ● IT TAKES TWO

Worked as a generalist designer making everything from mechanics, levels, narrative, UX, etc. Owning the vision and implementation of 2 full chapters out of 7. The game has won several awards since.

#### EA DICE

Nov 2016 - Nov 2018

Designer / Level Designer

##### ● BATTLEFIELD V

Responsible for making SP campaign levels "The Last Tiger". Owning the vision with Game Director and coordinating disciplines

##### ● STARWARS BATTLEFRONT II

Responsible for several of the maps in multiplayer game mode, taking them from concept to completed. As well as being responsible for designing and scripting several of the game modes, across timezones.

#### RIGHT NICE GAMES

2016

Designer / Tech Design

#### TEOTL STUDIOS

2015

Level Designer / Artist