

Oliver Granlund

Level Design & Scripting



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 olivergranlund.com

Experience

HAZELIGHT

Level Design
& Game design

It Takes Two

(nov 2018 - present)

I was responsible for **two chapters** of the game, "tree" and "snowglobe". Taking them from prototype, all the way to shipping. My work did not end at **level design**, as the **game design**, **combat design**, scripting and **planning** were all done by the level owners.

EA DICE

Level Design
& Scripting

Battlefield V

(nov 2017 - nov 2018)

I worked on the **singleplayer** campaign, making a warstory with a pod of designers and artists. I was with the mission **start to finish**. From paperplanning all the way to release and bugfixing. The game was made in the **Frostbite Engine**

EA DICE

Level/Game
Design & Scripting

Starwars Battlefront II

(nov 2016 - nov 2017)

I worked on multiple **maps** and **game modes** in the game. I was part of **designing** the modes, **scripting**, implementing, iterating, playtesting and eventually polishing for release. Some maps I did from the ground up, others I got in a blockout stage. The game was made with the **Frostbite Engine** and I worked on the **multiplayer** part of the game.

RIGHT NICE

Level Design/Art
& Scripting

Skylar & Plux

(2015 - 2016)

It was a game originally made by students at futuregames, after winning multiple **awards**. It won "**Game of the year**", "**Players choice**" & "**Best Art Execution**". I joined the team as a level designer after deciding to release it. It's now available on steam and consoles.

TEOTL STUDIOS

Level Design/Art

The Solus Project

(2015 - 2016)

A game lead by **Sjoerd "Hourences" de Jong**, in Unreal Engine 4. I joined the project in it's later stages. I was tasked with using the **modular set** to create levels with very specific specs, especially narratively.

Education

Future Games

Game design

Higher Vocational Education

(2015 - 2017)

Future Games won **2nd best school** in the world, judged by "**The Rookies**" during my time at school. One of the many projects from our school that won an "**Exellence Award**", Upsurge, was one of my group projects.

Software



Unreal
Engine



Unity



Frostbite



Perforce



Photoshop



Sketchup

Skills

- ◆ Level Design
- ◆ Level Art
- ◆ Scripting
- ◆ Blueprints
- ◆ Schematics
- ◆ C#

- ◆ Game Design
- ◆ Puzzle Design
- ◆ Game Modes
- ◆ Single player
- ◆ Multiplayer
- ◆ Narrative

Swedish

Native
Language

English

Fluent
Proficiency