

# Oliver Granlund

## Level designer / Scripter

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## PROFESSIONAL EXPERIENCE

### EA DICE — SP Level designer/Scripter

2016 - PRESENT

I am working with an *unannounced project* at DICE. My responsibilities are designing narrative driven singleplayer levels, scripting and testing the level made in the Frostbite engine. More info coming soon!

### EA DICE — MP Level designer/Scripter/Game designer

2016 - PRESENT

I worked on *Starwars Battlefront 2*. My responsibilities have been varied, working with the design of multiple game modes, designing 4 multiplayer levels and scripting and implementing features in the Frostbite engine.

### Right Nice Games — Level designer/Scripter

2015 - 2016

I joined the *Skylar and Plux* development team, brought on as a level designer. My responsibilities ranged from taking levels from concept to completion in Unreal engine 4. This usually involved paper planning, blockout, iteration, set dressing and scripting.

### Teotl Studios — Level designer/Level artist

2016

My time with Teotl Studios was spent working on *The Solus Project*. We worked under a tight schedule as solus had episodic releases. I was working on the final episode of the game, making sure that we could ship on time. My responsibilities were paper planning, blockout, set dressing and optimizing the level.

## SOFTWARE

Frostbite  
Unreal Engine 4  
Unity 5  
Photoshop  
Perforce  
SVN  
Sketchup

## SKILLS

AI scripting  
Unreal Blueprint  
Paper planning  
Blocking levels  
Set dressing  
Scripting  
Scrum

## LANGUAGES

Swedish - Native  
English - Fluent

## EDUCATION

### **Future Games — Game design**

2015 - PRESENT

*Higher vocational education (YH)*

### **Fryshuset — Natural Science Program, Game programming**

2012 - 2015

*Upper secondary school*

## PROJECTS

### **Irrbloss — Level designer/Game designer/Scripter**

#### **Personal project**

Irrbloss started with a game jam, created by me and my friend. After a very promising result we decided to continue the project, aiming for a release in 2018. We've been working on it with most of our freetime. It is an atmospheric, story driven game about a wisp lost in a strange world.

### **Ygg — Level designer/Game designer/Puzzle designer**

#### **Future Games project**

Ygg was created during 7 weeks with a team of 8. I was responsible for all of the level design, including puzzle design and a big part of the game design. The big challenge was to teach a puzzle language without any text or instructions while still creating an atmospheric game. The game was very well received by a jury consisting of representatives from *Dice, King and Isbit*.

### **Upsurge — Level designer/Level art**

#### **Future Games project**

Upsurge was a 4 week project created with a team of 7 members. I was the sole level designer and level artist. I created levels that work for three-dimensional gameplay in the air with aircrafts. I was also in charge of communicating and designing modular pieces for the environment. The jury consisting of members of *DICE, Avalanche and King* gave it the highest grade possible in all categories.

### **Spoccer — Scripter/Game designer**

#### **Future Games project**

Spoccer was created during 2 weeks with a team of 6. I was mainly responsible for the game design and scripting of this co-op couch game. The game was judged by a jury consisting of representatives from *Paradox Interactive* and *Avalanche studios* and they advised us to "Continue development and ship it".