



Tomas Lundgren (born 1989)
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Current residence: Stockholm, Sweden

About me I am a positive and enthusiastic team player driven by passion and the joy and fellowship of working together with others towards a shared vision and goal. I focus on solutions rather than getting hung up on problems, retaining positivity and productivity throughout the development process. I choose structure over stress, being a big proponent of thinking things through, sketching, prototyping, and planning carefully before starting to build.

Work Experience

2022-present	Game Designer / World Designer - Systemic Reaction / Avalanche Studios Group
2018-present	Senior QA - Systemic Reaction / Avalanche Studios Group (Generation Zero)
2018 (8 mo.)	Quality Assurance Intern + Contractor - Fatshark AB (Vermintide 2)
2017-2018 (3 mo.)	Freelance Game Developer - Development of promo game for Jubel AB (Mavrick)
2012-2017	Freelance Film Worker - Various Video, Film & TV productions
1999-2016	Various Jobs - Farmhand, Driver, Distribution, Service, Food Industry

Education

2015-2017	Game Development (2 years) at Forsberg's Yrkeshögskola (Stockholm) Broad, vocational education with an emphasis on game design and level design
2010-2012	Film Production (2 years) at Molkom Folkhögskola (Värmland)
2005-2008	IT-Media (3 years) at John Bauer high school (Örnsköldsvik)

Other

Language	Swedish (first language), English
Driver's License	Yes (B)
Tools Experience	Unreal Engine 4, Construct 2, Unity (Basics), Godot (Basics), Development for PC + Browser and Android, GitHub, Microsoft Office, Google Apps, Jira, Codecks, Trello, Sony Vegas, Adobe Premiere, Photoshop, Video Editing, Photo Editing, Audio Editing (Basic), 2D Animation (Basic).
Other Experience	Organizing and running playtests, Scrum/Agile, Project Management, Community Management, Hosting and organizing game jams, Illustration, Video Production, Creative Writing.