



NAME: Tomas Lundgren
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CURRENT RESIDENCE: Stockholm, Sweden

ABOUT ME

I was born in 1989 in Västernorrland (Sweden) and grew up in a tiny, remote village on a family dairy farm where I spent my days daydreaming, drawing, watching VHS tapes and playing videogames. I have been working professionally in the games industry since late 2017, having a great time working together with others towards a shared vision and goal of building engaging, interactive experiences. I focus on finding solutions rather than getting hung up on problems, retaining a positive and productive attitude throughout the development process.

EXPERIENCE

2023-present	Mission Designer - The Angler + The Hunter, Expansive Worlds (ASG)
2022-2023 (19 mo.)	World Designer + Game Designer - Generation Zero (Avalanche Studios Group)
2020-present	Level Designer (Volunteering + Training) - Various Indie Game Titles (Kikimora Games)
2018-2022	Experienced + Senior QA - Generation Zero, Systemic Reaction (ASG)
2018 (8 mo.)	Quality Assurance Intern + Contractor - Warhammer: Vermintide 2 (Fatshark AB)
2017-2018 (3 mo.)	Freelance Game Developer - Development of promo game for Mavrick (Jubel AB)
2012-2017	Freelance Film Worker - Various Video, Film & TV productions
2008-2016	Various Jobs - Farmhand, Delivery Driver, Distribution, Service, Food Industry, Etc

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

LANGUAGES	Swedish (First Language), English.	DRIVERS LICENSE	Yes (B)
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TOOLS EXPERIENCE

Apex Engine, Unreal Engine 4, Construct 2, Unity (Basics), Godot Game Engine (Basics), Development for PC+Browser+Android, GitHub, Microsoft Office, Google Apps, Jira, Codecks, Trello, SketchUp, Sony Vegas, Adobe Premiere, Photoshop, Video + Photo and Audio editing, Basic 2D Animation.

OTHER EXPERIENCE

Organizing And Running Playtests, Project Management, Community Management, Hosting and Organizing Game Jams, Illustration, Animation, Video Editing, Video Production, Creative Writing.