



TOMAS LUNDGREN (Born 1989)
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CURRENT RESIDENCE: Stockholm, Sweden

ABOUT ME

I'm 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.

EXPERIENCE

2023-present	Mission Designer - The Angler, Expansive Worlds (Avalanche Studios Group)
2022-2023 (19 mo.)	World + Game Designer - Generation Zero, Systemic Reaction (Avalanche Studios Group)
2020-present	Level Designer (Volunteering) - Various Indie Game Titles (Kikimora Games)
2018-2022	Exp. + Senior QA - Generation Zero, Systemic Reaction (Avalanche Studios Group)
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 (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.