MAU LUNDELL
Technical Game Designer

📞 +46 76 890 54 48
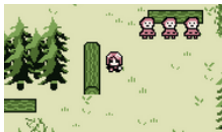
✉️ mau.jobb@gmail.com

💻 www.maulundell.se

📍 Sweden, Idrottsvägen 6
13450 Gustavsberg

Current Project

Camp Kollo
PC/Gameboy - Itch.io/Steam
An Open World 2D Adventure game developed in GBStudio. A personal project in development.

Tool Proficiencies

Engines: Unreal Engine 4 & 5, Unity, GameMaker Studio 1 & 2, GBStudio
Programming Langues: C++, C#, GameMaker Language, BBCode
Source Control: Github, Perforce
Design Tools: Miro, Adobe Suite, Paint.Net
Project Management: Trello, Jira, Confluence, Google Drive, Redmine

Education

Game Design
Futuregames
2020 - 2022

Game Design
Mediagymnasiet
2016 - 2019

Interests

Manga
E-Sports
Baking

Languages

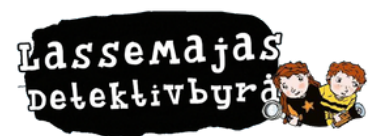Swedish (Native)
English (Fluent)

References

Are provided upon request.

🎮 Shipped Titles

Undead Inc.
PC - Steam/Epic Games Store
A Management game developed in UE4 by Rightsized Games and published by Team17.

LasseMajas Detektivbyrå
Mobile - Google Play/App Store
A 2D platformer developed in Unity by Gro Play based on the popular kids book series.

💼 Work Experience

Nacka Strands Gymnasium

Present - Aug 2024

Game Development Teacher

Teaching high schoolers game development in Unreal Engine 5 and GameMaker Studio 2. Providing onsite feedback and mentoring and handling lesson planning and grading.

Rightsized Games

Aug 2024 - Oct 2022

Game Designer on "Undead Inc."

- Implementing, overseeing, and creating UI workflows with UMG.
- Producing technical design specifications for procedural content generation.
- External communications with the localization team and maintenance of localization databases.
- Debugging and supporting in C++ code in UE4.
- Prototyping unreleased project.

Gro Play

June 2022 - March 2022

Junior Game Designer on "LasseMajas Detektivbyrå"

- Designing and implementation of Puzzle Levels in Unity.
- Implementation of the NPC Characters.
- Implementation of the randomized dialogue system.

Aug 2021 - March 2022

Intern Game Designer on "LasseMajas Detektivbyrå"

- Set up In-house QA workflows.
- Became the "loremaster".
- Prototyping design ideas.