Eleanor Ahlberg

System & Gameplay Designer

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Personal statement

I am seeking opportunities in the field of game design and game production where I can leverage my existing knowledge while continuously expand my expertise. I want to gain fresh experiences and new challenges. I'm driven and can learn new skills quite quickly,



Work experience

Windup Games, System and Gameplay Designer

2024 - Current

- **guindup** > Worked on building the economy and interacting systems in the game
 - ➤ Created puzzles interactions and gameplay

Education



Futuregames, Game Design

2022 - 2024

- > Lead projects lasting between one to three months as Product Owner
- ➤ Worked in Unreal and Unity



UPPSALA UNIVERSITET

Uppsala university, Studied Game Design and History

2016 - 2019

- ➤ Worked with groups as Game Designer
- > Wrote thesis and learned game design theory



Stockholm University

2015 - 2016

- ≻ History 1
- ➤ German 1

Skills and Programs



Unity - Well Proficient



C# - Proficient



Unreal - Well Proficient



Jira - Proficient

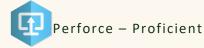
Miro – Proficient



Agile Scrum - Well Proficient



Trello - Proficient



Languages