

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 |
| | <ul style="list-style-type: none">➤ Worked on building the economy and interacting systems in the game➤ Created puzzles interactions and gameplay | |

Education

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|---|---|--------------------|
|  | Futuregames, Game Design | 2022 - 2024 |
| | <ul style="list-style-type: none">➤ Lead projects lasting between one to three months as Product Owner➤ Worked in Unreal and Unity | |
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UPPSALA
UNIVERSITET | Uppsala university, Studied Game Design and History | 2016 – 2019 |
| | <ul style="list-style-type: none">➤ Worked with groups as Game Designer➤ Wrote thesis and learned game design theory | |
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Stockholm
University | Stockholm University | 2015 - 2016 |
| | <ul style="list-style-type: none">➤ <i>History 1</i>➤ <i>German 1</i> | |

Skills and Programs

- | | | | |
|--|-------------------------------|---|-----------------------|
|  | Unity – Well Proficient |  | C# – Proficient |
|  | Unreal – Well Proficient |  | Miro – Proficient |
|  | Agile Scrum – Well Proficient |  | Jira – Proficient |
| | |  | Trello - Proficient |
| | |  | Perforce – Proficient |

Languages

Swedish – First Language

English – Fluent

German – Good knowledge