TEODOR HULDT

GAMEPLAY AND LEVEL DESIGNER

SKILLS

LANGUAGES

🇸🇪 Native   🇬🇧 Fluent

EDUCATION

FUTUREGAMES
GAME DESIGN | 2020 - 2022

Several practical game projects focused on agile workflow.

Mentorship and lectures on modern practises from industry veterans.

UPPSALA UNIVERSITY
GAME DESIGN | 2017 - 2020

Theoretical and and practical courses in game development, production and workflow.

In-depth lectures and exercises in both design and scrum.

PROJECTS

PENTABEAT | 2021
Futuregames Project

Bullet-Hell Rhythm game.
Game design, level design, music.

PRETTY SHORE | 2021
Futuregames Project

Tycoon simulation game.
System design, UX/UI, sound.

ECHOES BENEATH | 2021
Futuregames Project

First-person adventure game.
Level design, puzzle design, sound, music.

BALLOONAR DESCENT | 2020
Futuregames Project

Arcade game.
Game design, sound, music.

PROVINCIA | 2019
Uppsala University Project

Open-world action game.
Game design, world design, narrative, sound, music.

TWINED | 2018
Uppsala University Project

Physical arcade game.
Technical design, level design, sound, music.