

# GUSTAV LINDER

## LEVEL DESIGNER



### EXPERIENCE IN



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## PROFESSIONAL WORK



VERMINTIDE 2 :  
CHAOS WASTES

LEVEL DESIGN

TOADMAN INTERACTIVE  
2021

A rouge-lite expansion to *Vermintide 2* that takes you on a harrowing journey through the Chaos Wastes. I mainly worked on the **utility part of the levels**, placing pickups and setting up **combat encounters**. I also did some **general level design**.



EVIL V EVIL

LEVEL DESIGN

TOADMAN INTERACTIVE  
TBA

A fast paced co-op shooter that puts you into the shoes of a group of cool talking vampires wreaking havoc across the globe. I had **full ownership of my levels**, working on everything from the **level design** to **level scripting** and **combat encounters**.



IMMORTAL :  
UNCHAINED

LEVEL DESIGN

TOADMAN INTERACTIVE  
2018

A hardcore third-person Action RPG *Immortal : Unchained* is a ruthless experience that takes you to a dark sci-fi world. Worked on designing **combat encounters** and adding small secret areas and paths. Also worked on **creating challenges** for a separate challenge mode.

## EDUCATION



FUTURE GAMES

GAME DESIGN

2015-2016

During my time at Future Games i greatly expanded my knowledge in **game design**, **scripting** and **level design**. I had the luck of working with several talented people on multiple game projects.



SGA 2015

EVENT MANAGER

2014-2015

Swedish Game Awards (sga) is the biggest student game competition in scandinavia. In my role as **event manager** i arranged several of the major events sga held, such as their conference at södertörn university and the rovio game jam.



SÖDERTÖRN UNIVERSITY

GAME DESIGN

2013-2015

A mainly theoretical program where **game design** was the main focus. But i also gained knowledge in **paper design**, **scripting** and **agile project management**. I got to work on several gameprojects with various teams.



STOCKHOLM UNIVERSITY

MOVIE THEORY

2012-2013

A course designed to deepen the knowledge of film from both a historical and cultural perspective. It gave me a greater understanding of different ways to convey a story and how i could push a medium forward to create new experiences.