

Wictor Sundstedt

Associate Gameplay Designer

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I'm Wictor Sundstedt, a Game Designer specializing in immersive gameplay and UX design. I'm skilled in creative collaboration and deliver engaging, player-focused experiences.

Work Experience

Game Design Intern

Nov 2023 - May 2024

House of How | Boden, Sweden

- Collaborated within a small team to deliver three Fortnite experiences in Unreal Engine for Fortnite (UEFN) for Skybounds IP: Invincible.
- Contributed to intuitive level design and second-to-second gameplay design, enhancing player engagement and experience.
- Prototyped and implemented game mechanics in the game engine, ensuring alignment with creative direction.
- Utilized strong oral and written communication with dedication to effectively collaborate across multiple departments, ensuring cohesive project execution.

UX Design / Project Owner - Contractor

Aug 2023 - Sep 2023

Haystack | Skelleftea, Sweden

- Led an 8-member team to develop and deliver a game prototype aligned with Haystack's vision and creative direction within a tight 3-week deadline.
- Oversaw project management and team coordination to ensure cohesive execution of gameplay systems, integrating UX design principles to enhance player experience.
- Presented the final prototype to the client, effectively demonstrating the alignment with project goals and user-focused design.

Gameplay Designer / Technical Designer

Jun 2023 - Aug 2023

Paper Prototype | Skelleftea, Sweden

- Formed and led a two-person team to secure a scholarship for developing a co-op adventure game demo, focusing on engaging game design.
- Directed and implemented the prototyping and design of game mechanics in Unreal Engine, ensuring engaging second-to-second gameplay facilitating rapid iterations and enhancements to improve player experience.
- Designed and created assets using development tools like Blender and Adobe Creative Cloud, including environmental elements, character designs rigs and animation, creating a cohesive and immersive gameplay experience.
- Engaged in industry workshops and lectures with initiative to deepen my understanding of game development principles, marketing, legal considerations, and business strategies.

Core Skills

Unreal Engine, Unity Game Engine, C++, C#, Blender, Adobe Suit, Figma, UX Design, Atlassian Suit, Perforce, Github

Education

Futuregames

Sep 2022 - Jun 2024

Polytechnic Degree Game Design and UX Design

Languages

English (*Fluent*), **Swedish** (*Fluent*)

Awards

Sammes Stipendium

Sammes Institution

Jun 2023

I was awarded a scholarship for Game Design to develop a game demo during the summer of 2023.