



Love Degerstedt - Level Artist



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Educations

Game Design, Futuregames – 2015-(ongoing)

Game development courses including: game design, level art, level design, Unreal Engine, Unity, scrum & psychology.

Industrial Design, Thorildsplans gymnasium, Teknikprogrammet – 2008-2012

Technical and aesthetic courses including: 3D modelling, visual design, product design, animation & photography.

Projects

Level artist & Level designer - YGG

My main responsibility was the final appearance of the game world.

Story based puzzle game created in Unity 3D.

Finished project was presented to a jury of industry representatives – May 2016

Team Fortress 2 Level art contest

Community contest hosted by TF2Maps.net, my entry won a shared third place – Feb. 2016

Level artist & Level designer - Gasoline Fury

My main responsibility was the creation of the game racetrack.

Multiplayer racing game created in Unreal Engine 4.

Finished project was presented to a jury of industry representatives – Jan. 2016

Level artist/designer & Game designer - Last of My Kind

My main responsibility was the overall creation of the game world.

Tower defense type game created in Unreal Engine 4.

Finished project was presented to a jury of industry representatives – Sep. 2015

Work experience

Focus testing - Warhammer: Vermintide

Focus testing of DLC for Fatshark – Nov. 2015

QA - The Solus Project

quality assurance for Teotl Studios - Nov. 2015

Focus testing – Bloodsports.TV

Focus testing for Fatshark and Toadman Interactive – Dec. 2014 & Jun. 2015

VFX Artist - Huldra - Lady of the forest

Motion picture, [IMDb link](#).

Visual effects artist, creation and animation of 3D characters in 3DS Max – Dec. 2013 to May 2014

Competences:

Unreal Engine

Scrum

Unity 3D

Perforce

3Ds max

SVN

Photoshop

C#

Languages:

Swedish - native

English - professional

French - basic