

Nelly Ljungberg

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WORK EXPERIENCE

Amplifier

January 2023 - June 2023

Lead Level Designer, Concept Artist

Sweden, Boden

- Worked on a project funded by Amplifier based on a game pitch that we pitched.
- Developed the game slice over the course of half a year, experiencing how to work on a real game project and going through the whole development process.
- Level Designed an open world survival game in Unreal Engine.

PlotMaker-Studios

Oct 2018 - Dec 2018

Illustrator, Environmental Artist

Denmark, Viborg

- Made concept art and environmental art for a prototype boardgame.

Lemuria

Sep 2018 - Oct 2018

Illustrator

Denmark, Viborg

- Illustrated cards for a card game project.

EDUCATION

FutureGames

2021 - August 2023

Game Design Graduate

Sweden, Boden

The Animation Workshop

2015 - 2019

Bachelor degree in Graphical Storytelling

Denmark, Viborg

PROJECTS

Darkwaters

Jan 2023 - June 2023

Lead Level Designer, Concept Artist

- Concept art of locations in the world, created the game world and built it, decorated and added details to make the world stand out and feel more alive.

But A Dream

Oct 2022 - Dec 2022

Level Designer

- Built the interior of the house and both the daytime and nighttime versions of the Level, decorated the house and the outside area that is visible through windows.

What Lurks Below

April 2022 - June 2022

Level Designer

- Designed and built the Level of the game as well as decoration and Level Dressing.

SKILLS & INTERESTS

- Familiar with Unreal Engine, Unity, using Perforce, Github and Plastic Source Control.
- Years of experience with Photoshop and Clip Studio paint, Digital Art.
- Long experience with traditional art and crafts.