

Malin Lövenberg

Game Designer

curriculum vitae

Malin Lövenberg

Current Location: Stockholm, Sweden

Date of Birth: August 30th 1990

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Qualifications

- Willing to relocate.
- Able to learn new game engines & frameworks.
- Experience with the scripting language LUA and the engines Unity, Twine, Aurora (Bioware), Creation Kit (Bethesda), Visionaire, Unreal (Epic Games) and Torque2D.
- Excellent English & Swedish writing and speaking abilities. Has studied french for 3 years.
- Able to work independently with own goal setting skills; working efficiently and under tight deadlines.
- Confident, personally motivated, very reliable and trustworthy.
- Excellent team worker with experience using agile development and the waterfall method.

Employment Background

Cortopia

Stockholm, Sweden

Level, Narrative and Game Designer

"Wands" 2017

- Structuring pipelines, whiteboxing levels and creating core gameplay mechanics.
- Creating pitch and game design documents and pitching them to investors.

Lionbite

Stockholm, Sweden

Level, Narrative and Game Designer

"Rain of Reflections" 2016

- Paper prototyping gameplay & rapid prototyping features.
- Designing and iterating balanced core game mechanics & features, including A.I. behavior.
- Structuring pipelines & technical documents in order to build tools together with programmers.
- Whiteboxing & iterating levels using node-based scripting for cut-scenes, puzzles and dialogues.

A Sweet Studio

Stockholm, Sweden

Lead Game Designer

"Flowerpop Adventures" 2014, "Candy Bandit" 2015

- Developing gameplay mechanics alongside level design and UX for free-to-play mobile games.
- Managing other designers and QA-team.
- Delegating clearly defined work to outsourced artists.
- Creating pitches to current and new IPs.
- Metrics analytics, narrative design, technical writing, project managing and recruitment.

Daedalic Entertainment

Hamburg, Germany

Scripter

"Deponia 3: Goodbye Deponia" 2013

- Implementing, testing and fixing puzzle logic, dialogue and various assets in the engine Visionaire, using the scripting language LUA.

Writer

"Night of the Rabbit" 2012

- Writing world and character building documents as well as dialogue and hotspot text.

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Education

Game Design & Graphics

Gotland's University, Sweden

Bachelor Degree 2009-2012

Gained experience in Final Draft, Chatmapper, Unreal Development Kit, Torque2D, Adobe After Effects, 3D Studio Max, ZBrush and XNormal.

Worked with storyboarding, game design and SCRUM within a production team while keeping strong communication in order to overcome obstacles.

Extra Curricular Courses

"Human rights and diversity in Serious Games"

Worked with identifying issues that relate to human rights and anti discrimination, relative to Game Design and Interactive Media.

"Film- and Script Analysis"

Studied under Elisabet Edlund, former teacher of Gotland's filmschool and part of the Ingmar Bergman Foundation.

Medieprogrammet

Hedbergiska Gymnasium, Sweden

2006-2008

Gained experience with HTML, CSS, and in Photoshop, Illustrator, InDesign, Cinema4D, Soundtrack Pro and Final Cut.

Awards

Ung Film - Best Story

Writer of "Rasguños", Sweden, Sundsvall, 2014

Wrote a short story to be made into a screenplay and short film.

Volunteering

Gotland Game Conference

Jury 2013, 2015, 2017

Held close Q&A-sessions with the students about their projects and also reviewed, played and gave feedback to them.

DIVERSI

Operations Member & Event Manager 2014-Current

- Operation Member: helping out with various projects in regards to diversity within the game industry.
- Event Manager for Diversi's & King's GDC Scholarship for female-identifying students 2017
- Event Manager for Diversi's & King's GDC Scholarship for female-identifying students 2016
- Event Manager for Diversi's & Intel's Nordic Game scholarship 2015

About Me

On my free time I like to go on walks merely to take over gyms in the game Pokémon Go, or stay inside and write short stories for my own amusement. Oh, and to everyone's surprise - I like to play video games!