



Love Åkerlund

Gameplay Designer

Hello, my name is Love Åkerlund and I am a Game Designer. Welcome to my CV, I am searching for new adventures within the Game Industry. My focus is on Gameplay and Level design and I love to script mechanics and build levels.

To read more about me and the games projects I have worked on be sure to check out my portfolio, at <https://akerlund.love>

Contact



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Location
Stockholm, Sweden



Portfolio
<https://akerlund.love/>



Discord
Hairington#9436

Misc

Drivers License
2014

Tae Kwon do Trainer Assistant
2012-2014

Convention exhibitor
2015-2017

Student Choice GGC Award
2015 and 2016

Guild and Raid Leader
2017-2019

Super Smash Brothers
Tournament Organizer
2014-2017

Language

Swedish, Native



English, Fluent



Experiences

Hazelight, Internship 2021 (Jan 2021 - Aug 2021)
- Supporting the shipping process of It takes two
- Creating multiple prototypes by scripting mechanics and building levels

Hazelight, It takes two 2020 (Oct 2020 - Jan 2021)
- Collision Designer, Creating and placing Collision shapes
- Voiceover Implementation, Setting up and testing VO data assets

Friend Factory, Unity Consultant 2019
- Helping and giving advice for using unity as a start up
- Unity Cinemachine Camera rigging

Combo K25 Restaurant Hall 2017-2018
- Taking Orders, during lunch rush and dinner times
- Preparing food and keeping kitchen area clean
- Assuring supplies and food are in stock and fresh

Might and Delight, Level Design Intern 2016
- Designing areas in different locations in Meadow a open world game
- Set dressing the game to be ethically pleasing

Bring, Bike Messenger 2013
- Quickly navigate through Stockholm in a stress full environment
- Plan my routes on the fly and being ready to change it on an instant

Educations



Futuregames, Game Design 2019-2021
- Short and rapid game production courses
- Prototyping in Unreal and Unity



Uppsala University, Game Design and Programming 2014-2017
- Game projects in unity and programming courses in C++ and C#
- Writing academic reports and studying game design theory

Nackademin City, Computer Science Highschool 2010-2013
- Computer science courses. Network, Hardware and programming
- Math course A-E and Physics A-B

Skills and Programs

