Love Åkerlund
Game Designer

Hi, I'm a game designer with almost 4 years of experience searching for new adventures within the game industry.

My focus is on gameplay and level design and I love to script mechanics and create content. I am also passionate about progression design and it's something I wish to work more with on a regular basis.

Contact

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Location:
Stockholm, Sweden

Portfolio:
https://akerlund.love/

Misc.

Drivers License
2014

Tae Kwon do Trainer Assistant
2012 - 2014

Convention exhibitor
2015 - 2017

Student Choice and Cha-Ching GGC Award
2016 and 2015

Super Smash Brothers Tournament Organizer
2014 - 2017

Guild and Raid Leader
2017 - 2019

Language

Swedish, Native

English, Fluent

Work Experiences

Envar, Unannounced Game
Game Designer   May 2022 - Present
- Designing and prototyping an unannounced survival game from the ground up.
- Assisted with recruiting, building the team, networking and brand recognition.
- Mentoring company interns and TGA (The Game Assembly) students.

Hazelight, It Takes Two
Contract work and Internship   Oct 2020 - Aug 2021
- Supporting the shipping process of It Takes Two.
- Collision design and voiceover implementation.
- Creating prototypes and scripting mechanics, building levels for an unannounced project.

Frever, Freververse applications
Unity Consultant   2019
- Consulting and supporting a Unity start up company.
- Using Unity Cinemachine to rig cameras.

Might and Delight, Meadow
Level Designer   2016
- Designing areas and locations in Meadow, a open world game.
- Set dressing the game world to be aesthetically pleasing.

Education

Futuregames, Game Design
2019 - 2021
- Short and rapid game production courses.
- Prototyping and creating games using Unreal Engine 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.

Tools and Programs

Unreal Engine 5
Blueprint

Angelscript

VS Code

Perforce

Unity

Sheets