



Love Palmbäck Åkerlund

Gameplay Designer

Profile

Experienced Tech/Generalist Gameplay Designer with over 4 years in the games industry. I have technical proficiency in Unreal Engine 5 together with Angelscript, experience with building and designing games from the ground up and contribution to both project and studio growth. I am a passionate problem solver and systematic thinker that thrives in creative, curious and collaborative environments.

Contact



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Portfolio



<https://akerlund.love/>

Education

Futuregames

Game Design 2019 - 2021

- Short and rapid game projects
- Prototyping in Unreal and Unity
- Simultaneously working at Hazelight while studying

Uppsala University

Game Design and Programming
2014 - 2017

- Academic game theory studies
- Programming in Unity and C++
- Scrum Master and Mentor
- GGC awards: Student Choice 2016, Cha-Ching 2015
- Convention exhibitor 2015 - 2017

Misc.

- Guild and raid leader 2017 - 2019
- Smash Brothers tournament organizer 2014 - 2017
- Tae kwon do trainer assistant 2012 - 2014

Work Experience

SL - Art Film Project in Unreal Engine (2025 - Present)

- Created an early visualization render of the blockout and rigged cameras for a Film project for SL (Stockholm public transport).
- Prepared the project's presentation material with both technical and creative solutions for a successful and green lit project.

Envar - Game Designer (2022 - 2024)

- Independently developed and designed the original fully playable prototypes for Envar's first game, Witchspire in Unreal Engine.
- Designed combat gameplay, implemented combat systems, mechanics and abilities for both the player and enemy NPC's. Created enemy archetypes and tweaked enemy NPC's behaviours.
- Designed and implemented interactions, quests and items. Tweaked and balanced loot drops and crafting material requirements.
- Major part of growing the Envar game team through recruitment assistance and networking to create brand recognition.
- Mentored Junior members and interns in the team. Helped and gave feedback to game students for their projects and portfolios.

Hazelight - Game Designer (2020 - 2021)

- Supported level designers, environment artists, audio team and QA team through the shipping process of It takes two.
- Solved collision issues in many levels and areas of It takes two by creating custom collisions and adjusting the levels/environment.
- Implemented all VO in the game using in house tools and made sure they were playing without interruptions or delays.
- Designed and created gameplay scenario prototypes for Split fiction

Frever - Unity Consultant (2019)

- Implementation and editing of various scenarios for a mobile application in the Freerverse.
- Rigging cameras in Unity using Cinemachine for an experimental Freerverse social platform.

Might and Delight - Level Designer (2016)

- Designed areas and locations for Meadow, a cozy open world multiplayer game with a unique style and gameplay.
- Set dressing the game world Meadow to be aesthetically pleasing and interesting to explore.