










GUSTAV SJÖLUND

Swedish Game Designer
Technical | Narrative
Based in France

PERSONAL INFO

-  **Name**
Gustav Sjölund
-  **Address**
23 Rue Terral, 34000
Montpellier
-  **Phone number**
+46727004858
-  **E-mail**
gus.sjolund@gmail.com
-  **Birth Date**
03-05-2002
-  **Nationality**
Swedish
-  **Website**
<https://gustavsjolund.com>

SKILLS

Hard

Game Design Principles
Prototyping
Game/3D softwares
Scripting

Soft

Adaptability
Communication
Collaboration
Problem-Solving

LANGUAGES

Swedish	Native
English	Fluent
French	Intermediate

INTERESTS



SUMMARY

Versatile and results-oriented with extensive experience in communication and management, showcasing a diverse skill set across technical, creative and social platforms.

My goal is to be part of captivating experiences that deeply resonate with players through my knowledge of player experience, narrative and behavior.



EXPERIENCE

Summer 2022, 2023 & 2024

Körningsgården B&B and Café - Manager

- **Leading** the overall management of a 20-room bed and breakfast, overseeing daily operations, guest services, and staff performance.
- **Directing** the operations of a café, including preparation of meals, desserts and beverages whilst managing and stocking kitchen inventory.
- **Managing** online and on-site reservations, room preparations and guest communication.

Summer 2019, 2022, 2023 & 2024

Hjälmareds konfrimtionsläger (Summer camp) - Leader

- **Collaborating** with a team of 20 leaders and youth leaders to manage a group of around 60 teenagers
- **Planning** and executing various activities
- **Leading** lectures and managing group discussions

2017 - 2019

Ung Omsorg - Coworker - Team Leader

- **Planning** and executing social events and activities at retirement homes to ensure entertainment and improved quality of life for the habitants.
- **Operating** schedules for the on-site crew
- **Leading** and managing the work-tasks on-site
- **Processing** job applications and organizing interviews



EDUCATION

sep 2021 – Ongoing

Master in Game Design and Development

[ArtFx - School of Digital Arts, Montpellier](#)

The Master Game Design & Development trains students in design, development, and integration of all game systems, gameplay, and all functionalities included in a game.

aug 2018 – jun 2021

High School Graduate

[Thoren Innovation School, Gothenburg](#)

A three-year high school Technical program, studying innovation and design techniques as well as specializing in Game Design and Production for the second half of my studies.



ACHIEVEMENTS

1st Prize - Best Game Award. ArtFx, Global Game Jam
2023








Digital Creator of the Year. Thoren Innovation School
2021



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