DAVID RUNNDING

LEVEL DESIGNER

CONTACT

📞 +4673-0592950

✉️ Davidrunnding@gmail.com

📍 Stockholm

🌐 Portfolio Link

🏬 Itch Page

SKILLS

- Unreal Engine
- Unity
- Godot
- Perforce
- Jira
- Visual Scripting
- Unreal PCG
- Storytelling
- Scrum Methodology
- Microsoft Office
- Miro

LANGUAGES

- Swedish (Native)
- English (Fluent)

GAME PROJECTS

Lymbo - 4 weeks (Unreal) - Itch Link   2025
Product Owner, Level/Audio/Narrative/Quest Design

Thiepval ridge - 3 weeks (Unreal) - Portfolio Link   2025
Level/Narrative Design

Steamwrecked - 7 weeks (Unreal) - Portfolio Link   2025
Level/Narrative Design

Galdr: Forgotten songs - 4 weeks (Unity)- Itch Link   2025
Level/Narrative/Generalist Design

Nutscue - 3 weeks (Unity) - Itch Link   2024
Level Design/Audio/Narrative Design

EDUCATION

Futuregames, Stockholm   2024-Present
Game Design - Level Design Specialization

PREVIOUS WORK

Electrician - 2011-2017

As an electrician I learned a lot regarding problem solving, working towards a timeline, clear communication and how to set rules for documenting your work so the next person could easily follow up.

Actor - 2017-2024

As an actor I learned how to analyze and observe people, communicating with your team, listen to directions and adapting on the spot.

Account manager - 2019-2025

When working in sales I learned that the customer is the target audience and their experience is the key to success. How to present a product and maintaining a good relationship between partners.