



EDWARD SEDELIUS

Game Designer specializing in Level Design



sedelius.com



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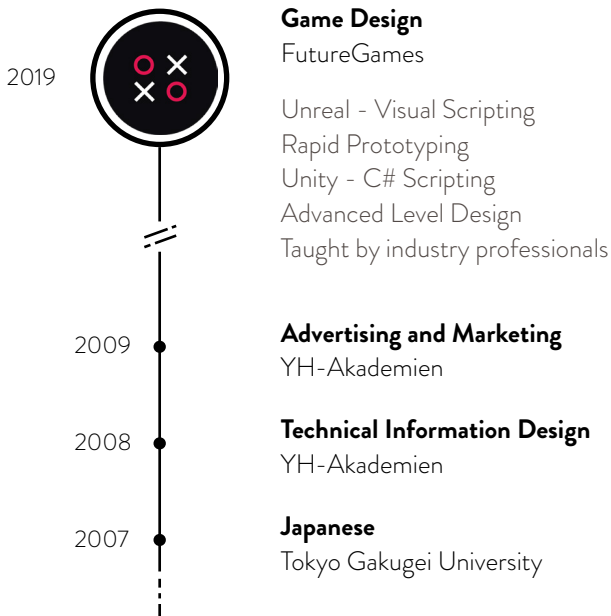


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Stockholm, Sweden

EDUCATION



TEAM PROJECTS

Level Design
Safety Protocol | PC Game

I created the overarching level design for the game with an emphasis on player guidance and environmental story-telling. I was also responsible for the narrative and worked closely with the other team disciplines in creating the UX, UI, and sound design for the game.



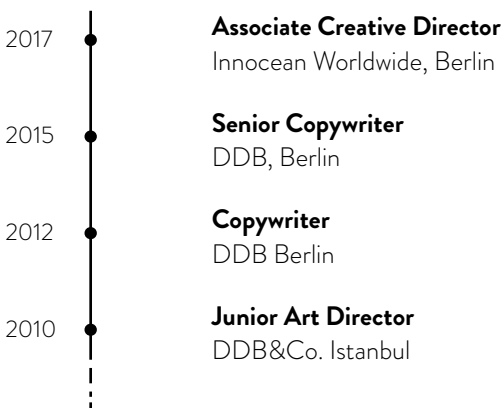
Game and Level Design
Flot | PC Game

I was responsible for designing and set dressing all the level chunks that would create the procedural game world. I also scripted vehicle controls and aiming.



WORK

Before switching to the games industry I worked for 10 years in advertising. It taught me how to work cross-disciplinary in teams, how to best utilize your creativity, and how to design and produce quality content that stands out.



Game Design
Super Mother Quackers | PC Game

I was responsible for the vision of the game. I designed and scripted the UI, camera, and multiplayer setup. I also implemented animations and sound.



SKILLS

