

SEBASTIAN LARSSON



Game and Level Designer

Work Experience

Thunderful Malmö

Malmö, Sweden. Nov 2020 - Nov 2024 (4 years)

Game Director - 1.5 years. Unannounced SteamWorld project for Consoles and PC.

- Responsible for the game's holistic creative vision and quality
- Directed the teams work across disciplines, providing feedback and guidance for a team of ~25 developers
- Directed the game's narrative.
- Established milestone goals and planning together with the Producer & Leads

Lead Designer - 1 year. Unannounced SteamWorld project for Consoles and PC.

- Managed a team of four designers
- Provided feedback on the design team's work and ensured it met expectations.
- Worked closely with the other leads, producer and game director to plan our work, solve dependencies and reach milestones.
- Worked on content, system and narrative design.

Game Designer - 1.5 years. Unannounced SteamWorld project for Mobile devices

- As one of the studio's first hires, I had the pleasure of handling all things related to game design, except for level design which a colleague handled.
- I focused on game rules, feature design, balancing, UI design, playtesting as well as defining and implementing the story.

Tarsier Studios

Malmö, Sweden. April 2018 - Nov 2020 (2 years)

Level Designer - [Little Nightmares 2](#)

- Created levels for Little Nightmares 2, from early production to released product
- Created puzzles, enemy encounters, AI co-op interactions and platforming segments.
- Worked with Unreal's Blueprint system to prototype, implement and bugfix custom level features and control an AI follower.

Independent Work

Drillbird

Creative vision, Game design, Programming, Art. Released March 2025. [Itch.io page](#)

- A non-commercial ~2h long digging platformer developed over ~3 months
- Designed to be a fun, approachable and chill experience with plenty of heart
- Started out as a solo project, joined by friends throughout development supporting with additional art, sounds and music

Birds With Feelings

Game Design, Art & Game Direction. Self published. Released 2022. [Available on Steam](#)

- Passion project created during freetime over four years with a team of ~5
- Responsible for game design and balancing, UI and UX design
- Drew and animated the entire game

Frog Climbers

Game Design & UI. Distributed by Plug-in Digital. Released 2016. [Available on Steam](#)

- Responsible for the Game Design, Level Design, UI Design and User testing
- Designed the generated chunks featured in the game

About me

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Malmö, Sweden

I am a creative team player who's been making games for 16 years, ~7 of them professionally. I am here to create polished, entertaining and genuine games.

Stats

Hard Skills

- Game Design
- Level Design
- Scripting & Blueprinting
- Playtesting & Data collection
- Narrative Design
- UI Design
- 2D Art

Leadership Skills

- Game Direction
- People Management
- Team Mentoring & Coaching
- Project Planning

Software

- Unity
- Unreal Engine, including Blueprints
- Godot
- Adobe Photoshop

Languages

- Swedish - Native Language
- English - Fluent

Education

Bachelor in

Game Design & Graphics

(3 years. 2014 - 2017)

Uppsala University.

Visby, Gotland