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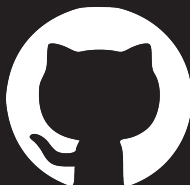
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## Laungage:

Swedish - Native

English - Fluent

## Software skills:



# William Dahlberg

Narrative and World Designer

## Education:

### Future Games

Game design | Feb 2020 - Mar 2022

A variety of game design courses such as visual scripting, C# scripting, advanced game design and narrative design.

### Ljud och Bild Skolan Nyköping

Game graphics | Aug 2014 - Jun 2017

A variety of 3D graphics courses such as modeling and animation. It also touched on the basics of game design.

## Projects:

### West of East

Narrative & UX design

I was responsible for writing and implementing the narrative. I was also responsible for the UX design of tutorials and dialog.

### Balaam Manor

Narrative & Puzzle design

I was responsible for writing the narrative and directing environmental storytelling. I was also responsible for some of the puzzle design in the game.

## Work experience:

### Music teacher

Igelsta grundskola | Aug 2019 - Feb 2020

I was an elementary school music teacher. As the only music teacher I was responsible for the education of around 500 students.

### Student assistant / Youth worker

Södertälje kommun | Oct 2017 - Jul 2019

Between graduating upper secondary school and working as a music teacher I worked as a student assistant and youth worker at different schools and privately within families.