



MICHAEL LEVALL

Game Designer

CONTACT

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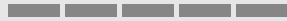
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References available on request

Vienna – 14 May 2022

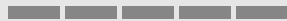
SKILLS

Writing for games



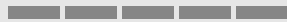
"I am experienced."

Gameplay systems



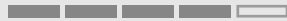
"I am experienced."

Communication



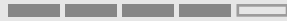
"I am experienced."

Organizing playtests



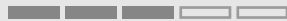
"I am very comfortable."

Unity



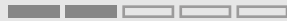
"I am very comfortable."

Level design



"I am comfortable."

UI design



"I can learn more."

LANGUAGE

Swedish – Native

English – Professional

German – Beginner

EXPERIENCE

● Mi'pu'mi Games – Game Designer (2019 – Current)

Working as a generalist game designer with responsibilities for both conceptual and in-engine design work. I have released two games while in this role: *The Flower Collectors* and *Nancy Drew: Midnight in Salem*.

● Forgotten Key – Design Director (2017 – 2019)

Hired as a gameplay designer and soon promoted to design director. Responsible for overseeing design processes at the studio, and to personally work on gameplay and writing.

● Levall Games – All Professions (2014 – 2017)

Founded my own company to work on a passion project: *Please Knock on My Door*. I did all design, most of the art, all of the game's programming and PR.

● Dead Shark Triplepunch – Game Design (2012 – 2014)

Co-founded a company to produce and release *Epigenesis* during our time at university. I worked on gameplay, technical UI design and was the studio head of the company.

● Blekinge Institute of Technology – Mentor (2013 – 2017)

Worked as a mentor for students with special needs (eg. aspergers, ADHD), from a wide range of different programs.

EDUCATION

● Media Technology at Blekinge Institute of Technology (2011 – 2014)

Bachelor's degree (180 ECTS) in media technology with a focus on game design. Studied multiple facets of design including level design, writing, gameplay, art history and prototyping.

● Project Management at Malmö University (2011)

30 ECTS in project management. Learned about group dynamics, leadership skills, communication and general project management techniques.

ACHIEVEMENTS

● Nominated in Best Gameplay, Games 4 Change (2018)

Nominated with *Please Knock on My Door* for its ability to portray depression and social anxiety through gameplay and mechanics.

● Nominated in Games for Impact, The Game Awards (2017)

Nominated with *Please Knock on My Door*. The category highlights games that are thought provoking and have a profound pro-social meaning or message.

● Winner of Game Concept Challenge, Creative Coast Festival (2015)

Awarded 100'000 SEK for *Please Knock on My Door*. The festival awarded local, promising game projects that had not yet been released.

● Winner of Make Something Unreal Live, Epic Games (2013)

Exhibited *Epigenesis* at the Gadget Show in Birmingham, UK, and won Epic's Make Something Unreal Live competition with the theme mendelian inheritance.