

Claudia Sjöbeck

LEVEL & NARRATIVE DESIGNER



WORK EXPERIENCE

IO INTERACTIVE

Level designer, Aug 2023 - present

Level & narrative design at "007: First Light", scripting, documentation, playtesting.

STORYTOURIST

Writer, designer, 2021-2022

"The Visby Witch Trials". Self-guided audio tours w. interactive, playable moments.

NORDIC GAME CONFERENCE

Team Lead, 2022

Special Events group. Scheduling, communication, service.

EDUCATION

THE GAME ASSEMBLY, MALMÖ

Level design, 2021-2024

Various design assignments focusing on scripting, level design, composition, etc. Cross-disciplinary game production in groups using SCRUM.

UPPSALA UNIVERSITY, VISBY

Game design, 2019-2021

Worked w. Unreal, Unity, Adobe package, Maya, visual scripting, etc.

Cross-disciplinary game production in groups using SCRUM.

UPPSALA UNIVERSITY, VISBY

Interactive storytelling, 2019

MALMÖ UNIVERSITY

Creative writing I & II, 2010-2011

CONTACT

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MENTORSHIPS

Alice Rendell
Ernest Adams

SKILLS

Unreal Engine



Unity



Maya



Blender



Office



Photoshop



Perforce



SCRUM



LANGUAGES

Swedish - native

English - fluent