

Nora Ekeblad

LEVEL & NARRATIVE GAME DESIGNER

EDUCATION

LEVEL DESIGN *The Game Assembly Malmö | 2023 - Ongoing*

- Higher Vocational Education in level design, courses included:
- Level design
- Visual scripting
- Composition & world building
- Multidisciplinary game projects

GAME DESIGN *Uppsala University Visby | 2020-2023*

- Bachelor's in game design, courses included:
- Game design
- Narrative design
- Agile management
- Multidisciplinary game projects

FILM PROGRAMME *Sturegymnasiet Halmstad | 2015-2018*

EXPERIENCE

GAME DESIGN INTERN *GameXcite | Aug-Nov 2022*

- Created UI flowcharts & developed Figma prototypes
- Participated in design meetings
- Conducted testing & quality assurance

FIELD TESTER *HyperX | 2021 - Ongoing*

- Evaluating gaming products
- Providing feedback to improve performance, quality, and user experience

OTHER EMPLOYMENTS:

- Charity organization's representative - Uniguide
- Server and receptionist - Tryde 1303
- Personal assistant - Humana Assistans & Kooperativet Lila
- Au pair exchange program in the USA - Cultural Care Au Pair
- Receptionist at a gym and physiotherapy clinic - Take Care Laholm

CONTACT



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Malmö, Sweden - willing to relocate



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HIGHLIGHTS

- ★ Awarded **Game of The Year, Best Narrative** and **Best Diversity** at **The Swedish Game Awards 2024** for the game "Traum."
- ★ Awarded **Best Storytelling** at GGC 2022 for the game "Korbin's Journal."
- ★ Nominated for **Best Storytelling** at GGC 2022 for the game "It Has Been Three Months."

SKILLS

- Unreal Engine
- Visual Scripting
- Perforce
- Unity
- Blender
- Scrum
- Jira
- Figma

LANGUAGES

Swedish - Native
English - Fluent

REFERENCES

Available upon request