

Jesper Bentzer

Game Designer

19930117

I'm a game designer with a background in DnD and a passion to create new worlds and stories and I'm looking forward to work within the gaming industry.

Proficiencies



- Unreal Engine 5
- Unity
- Rapid prototyping.
- Blueprinting, C# and C++
- Narrative design
- Level design
- Player centric design
- P4V version 2019.1.
- Swedish - Mother tongue.
- English - Fluent.

Projects

Summit – 4 week project - 2019
Puzzle platformer where the player has to climb a tower by using emergent mechanics to create their path forward.

[Link to portfolio - Summit.](#)


The Painter – 8 week project - 2019
A narrative heavy project using the environment and sound to tell the story of the game.

[Link to portfolio - The Painter.](#)

KungKong – 2 week project - 2019
Fast party game made to be played in a arcadey fashion with a focus on creating easy to understand mechanics and fun to watch gameplay.

[Link to portfolio - KungKong.](#)

[Link to Itch.io - KungKong.](#)

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 **LinkedIn** - Jesper Bentzer

 **Portfolio** <http://jesperbentzer.com/>

Work Experience

Bitwave

April 2022 - Current permanent job

Role - Level designer

Currently working at Bitwave as a level designer, doing everything from creating levels starting with early concepts into full levels and coding in visual scripting.

Palindrome Interactive

November 2020 - April 2021 - 6 month contract job

Role - Narrative designer

I worked at Palindrome on a contract basis, there I had the role as a narrative designer where I worked on conceptualizing systems that enforced worldbuilding and narrative design, I wrote narrative content including, quests, dialogue and lore and also implemented and balanced gameplay and level design.

[Link to portfolio - Palindrome.](#)

Right Nice Games

Jan 2020 - Aug 2020 - 8 months Internship

Role - Game Designer intern

I worked at RNG early in its restart as a company with many other interns as a game designer creating levels, bug tested mechanics, levels, and worked on worldbuilding.

[Link to portfolio - Skylar's Adventure.](#)

Education

Futuregames

Sep 2018 - Jul 2020

Studied - Game design

At Futuregames I studied game design along with many other great 2D, 3D, Programmers and designers creating up to 5 different projects during my 2 years together with them. I learned much about design in general under the tutelage from people from the gaming industry who held their own lessons.