

# 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.
- 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 arcade fashion with a focus on creating easy to understand mechanics and fun to watch gameplay.

[Link to portfolio - KungKong.](#)

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

 **Phone** (+46) 76-275 68 40

 **JesperBentzer@gmail.com**

 **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.](#)

#### Off-leash Interactive

Aug 2023 - Apr 2024 - 9 months full-time

##### Role - Narrative Lead

At Off-leash Interactive I worked as a narrative lead from the early start of the company all the way into production. Planning, paper designing and creating all the tools for the narrative in the game which I held full responsibility for.

[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.