

CV

Thomas Ulfström
www.thomasulfstrom.com
thomas.ulfstrom@gmail.com
+46730484309

Professional game development

Starbreeze Studios
2015 – Present

Level designer on Payday 2.

DLC I've worked on:

“Scarface heist DLC”

“Biker heist DLC”

“Hardcore Henry heists”

“Slaughterhouse remake”

“Wolf pack DLC”

Level designer on Raid WW2

Education

Futuregames Academy
2013 - 2015

Game Design

Game Projects

Unmechanical Extended
2014

One of the level designers on the added content for the re-release of Unmechanical for Playstation products.

Crystal Crawl
2014

Game designer, level designer, scripter and project lead on this school project in collaboration with Microsoft.

Software skills

Game Engines:

Diesel (Payday 2), Unreal 4, UDK, Unity 3D, Creation Kit

Scripting:

Blueprint, Kismet, C#

Other Programs:

Google Sketchup, Tortoise SVN, Pivotal Tracker, Mono Develop, Photoshop

Other Experiences

Dance Teacher
2009 - 2014

Dance teacher at several schools around Stockholm

Bring Citymail
2011 - 2013

Mail man at Bring Citymail Nacka

Danscenter
2007 - 2009

Dance education