

CV

Thomas Ulfström
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Game Development

EA DICE 2018-Present	Level designer on Battlefield 2042 Level designer on Battlefield V release Level designer on Battlefield V live service
Starbreeze Studios 2015 – 2018	Level designer on Payday 2 DLCs Level designer on Raid WW2 Level designer on Overkill's The walking dead
Unmechanical Extended 2014	Level designer while I studied at Futuregames

Education

Futuregames Academy 2013 - 2015	Game Design
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Software skills

Game Engines:	FrostEd (Battlefield) Diesel (Payday 2), Unreal 4, UDK, Unity 3D, Creation Kit
Scripting:	Blueprint, Kismet, C#, Schematic (FrostEd)
Other Programs:	Google Sketchup, Tortoise SVN, Pivotal Tracker, Mono Develop, Photoshop, Perforce

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