

David Lundvall

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Employment History

2016 - Current: Avalanche Studios

- Role: Senior World Designer
- Titles: RAGE 2, RAGE 2 DLC Rise Of The Ghosts, RAGE 2 DLC TerrorMania

2015 - 2016: EA DICE

- Role: Level Designer
- Titles: Battlefield 1

2012 - 2015: Avalanche Studios

- Role: World Artist
- Titles: Mad Max, Just Cause 3, The Hunter: Call Of The Wild

2010 - 2012 Starbreeze Studios

- Role: Level Artist
- Titles: Syndicate, Brothers: A Tale Of Two Sons

2010 - 2010: First Planet Company

- Role: World Builder
- Titles: Planet Calypso

2008 - 2009: Grin

- Role: Level Designer
- Titles: Terminator Salvation, Bionic Commando: Rearmed 2

Software

- Adobe Photoshop
- Google (Drive, Mail, Docs)
- Perforce/P4V
- 3d Studio Max
- World Machine, GAEA
- Vegas Pro

Game Engines

- GoldSrc, Source Engine
- Unreal Engine 2, 3, 4
- IdTech 2, 3
- Frostbite Engine, Avalanche Open World Engine, Starbreeze Engine, Diesel Engine

Mods and maps

- 1 singleplayer mod for Half-Life 2; Spherical Nightmares
- 4 singleplayer maps for Half-Life 2
- 30 multiplayer maps for Action Quake 2
- 6 multiplayer maps for Quake 2
- 1 multiplayer map for Unreal Tournament 3
- 1 multiplayer map for Unreal Tournament 2004

About me

I am a world/level designer. Building beautiful environments with memorable experiences. I love all aspects of level design. I have experience creating singleplayer, co-op, multiplayer, first-person shooters, cover-based action, open world and adventure games. I have a wide skillset, being able to produce content in both design and art, or create a strong link between the disciplines.

I am always looking to improve myself and I believe that the more levels you create, the better you get. Practice, practice, practice..

In my work I am striving to be a role model and inspiration, making sure that my passion for level design affects my surrounding. Building, scripting, feedback, discussions, playtesting.. a day of a level designer is never dull. I truly love what I do!

I am a well-known level creator in the Quake and Half-Life community. Released an ambitious and well-received single-player modification for Half-Life 2, named Spherical Nightmares, in early 2013.

My interest for games started with the Amiga computer.