Lovisa Bergdahl
Sound Designer

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I am a sound designer with a long and enduring background in game design, level design and music. I have a strong awareness of what it is that makes players tick and how to communicate with them. Anything that lets me work in the physical realm and take that creativity into the wonderful world of games is my cup of tea. I don't like the sound of vacuum cleaners, but I do love the sound of ice singing. And how train tracks resonate just before the train arrives to an empty station at 2 am.

Projects and work experience

Sound Designer, A Way Out, Hazelight, Q1 2017- ongoing

At Hazelight, my focus has been **voice over**: recording and instructing actors, editing and implementation into **Unreal Engine,** as well as ambiences and sfx. Tasks also include bug fixing, adding notifies and sounds to animations, and audio QA. We work closely with Level Designers and Animators to create the world of **A Way Out.**

Sound Designer, Skylar & Plux: Adventure on Clover Island, Grip, Q3 2016- ongoing

The focus was mainly on **foley** and **environment** sound effects; recording, editing and implementation of the sounds using **FMOD** and **Unreal Engine**.

Sound Designer, Breach and Clean, Q2 2016

It's a game made in **Unreal Engine,** developed over the course of a week at Örebro Castle Game Jam, an event where game developers meet to develop games over a short but intense period of time. I **recorded** and **edited sound effects** and **voice-over** and **integrated** them into the game using the sound middleware **FMOD**. The game became a big success among Let's Players and as of today has about **5 million views** and **100 000 downloads.**

Sound Designer, Product Owner, Valsonga, Q2 2016.

I **recorded** and **edited sound effects**, integrated them using **FMOD** and **implemented** them into the game engine with **C#.** The sound design was focused on natural, analogue sounds such as **forest ambience** and interacting with **trees and bushes.** We worked with **agile** methods (**Scrum**) and as the **Product Owner** I was responsible for ensuring the product met the demands of the stakeholders and the desired vision. Valsonga was developed at Futuregames in **Unity 3D,** over the course of 6 weeks, with the supervision of representatives from **Dice** and **King**.

Education

Game Design, Futuregames Vocational Education, 2015-2017.
A 2-year long vocational education located in Stockholm. The education is **Unreal Engine**-centered, but also teaches **Unity 3D,** scripting in **C#**, **level design**, **QA** and **agile** methods such as **Scrum**. In projects I have mainly been **sound designer**, **composer** and **Product Owner**. Most of the courses are held in English.

Game Design, B.A. in Media Technology, Södertörn University, Q3 2012- Q2 2015
A 3-year long education located in Stockholm centered around **Unity 3D**, **C#** and **project management**. I have focused on **level design**, **gameplay design**, **music** and **sound design**, but I have also been **Scrum Master** and **Product Owner**. As Bachelor Thesis I wrote an essay on guiding players through **level design** in **horror games.**

Other Merits and Achievements

Student Representative for the Design Class, Futuregames, Q3 2015 - Q2 2017
As student representative I aided the **communication** between the school and the **students** to ensure the education adapts to the needs of the students. I also had **responsibilities** for **events**, welcoming **guest speakers** and aiding the teachers and school when necessary.

- **Founder and Chairman of GameChangers, FutureGames, Q2 2016 -Q2 2017**
  GameChangers is the student organisation at Futuregames, responsible for creating and maintaining events such as **SpaceBar**, a game development centered event, and **campaigns** with the aim of strengthening the bonds between the game companies and Futuregames.

- **Board of Educations, Futuregames Q3 2015 - Q2 2017**
  Due to my role as **student representative**, I also took part of the Board of Educations **meetings** at Futuregames to **ensure** the education adapts to the needs of the students. I actively take part in extra committees.

Active in the SGA tour, SGA, Q1 2013
I **held lectures** in Borås, Västerås, Trollhättan and Skellefteå for **Swedish Game Awards(SGA)**, a student centric game development competition. I took part of the tour that travelled across sweden to **meet students** from game development-related educations and **lecture about SGA** and why they should apply.

QA Experience, 2015 -2016
- **QA Fatshark, Q1 2016**
  As part of a QA course, I was invited to do QA on Vermintide for Fatshark, both in office and at school HQ.
- **QA Solus Project, Q1 2016**

As part of a QA course, I did QA on Teotl's The Solus Project, providing bug reports, gameplay and game design feedback.

- **Playtested Battlefield 1, Dice, Q2 2016**
  Actively applied and got chosen for Battlefield 1 playtests.

Creator of Wanessie, YouTube channel, 2007- ongoing

A singer/songwriter channel with over 100 videos and 130 000 views, where I upload music that I have written, recorded and produced.

Experienced vocalist and choir singer 2011- ongoing

- **Nacka youth choir, 2011-2013**
  I was one of two **altos** but often sang **soprano**. Every few weeks we would perform during morning service, with special concerts for Christmas and Summer.
- **Performed on National TV (SVT) with TV-Kören, Fisksätra, Q2 2016**

Competences

Is proficient with

Unreal Engine
Unity 3D
FMOD
Cubase
Recording Techniques
Agile workflows (Scrum)
Version Control (TortoiseGit, P4V and SVN)
Level Design
Quality Assurance

Has insight into

Wwise
Logic Pro X
Reaper
Pro Tools
Composing
Blueprint (Unreal Engine)
C#
Photoshop

References are provided upon request.