

# Lovisa Bergdahl

## Sound Designer

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I am a sound designer with a 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.

### Projects and work experience

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

During **A Way Out** my focus has been **voice over and implementation**: recording and instructing actors, editing and implementation into **Unreal Engine**, as well as ambiences and sound effects. Tasks also include bug fixing, adding notifies and sounds to animations, and audio QA. Due to the small team size, all of us worked on all parts of the game, and we worked closely with the other disciplines - especially Level Designers, programmers and Animators - to create the world of **A Way Out**. Most voice-over and dialogue items required **scripting in blueprint**, especially those in co-op heavy gameplay situations where the players' locations determined which dialogue to use.

At Hazelight I am currently working on an unannounced project.

#### **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**. A lot of sound design time was spent on making the game sound as ridiculous as it plays. 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

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**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.

## 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**

**Blueprint (Unreal Engine)**

**Unity 3D**

**Wwise**

**FMOD**

**Reaper**

**Recording Techniques**

**Agile workflows (Scrum)**

**Version Control (TortoiseGit, P4V and SVN)**

**Level Design**

**Quality Assurance**

Has insight into

**Logic Pro X**

**Cubase**

**Pro Tools**

**Composing**

**C#**

**Photoshop**

References are provided upon request.