



INFO



www.seanfalk.com



supaasia@gmail.com



(+46) 70 274 92 02



Stockholm, Sweden

SOCIAL



linkedin.com/in/sean-falk-5037941b8/



facebook.com/sean.f.jusuke/



youtube.com/@seanfalk5104

LANGUAGES

English, Swedish



SEAN FALK

FPS Game and level designer

EDUCATION



GAME DESIGN

Future Games 2020 - 2022
Higher Vocational Education

- A higher vocational school, with a focus on learning by doing.
- Several game projects, practicing teamwork and adaptability.
- Lectures in many design disciplines, held by industry specialists



GAME DESIGN

The University of Skövde 2017 - 2020
Bachelor Degree

- A theory focused game design education.
- Scientific and research driven approach to designing video games.



NATURE SCIENCE

Södra Latin 2013-2016
High School Degree

PROJECTS



MOR 2019

Student Project, The University of Skövde
First person, Horror, Puzzle, Adventure
Award nominated project
Game Design, Level Design



Bloodworth 2020

Self started Indie Studio
First person Shooter, Rogue-Lite, Action
Long term project in Skövde's incubator
Game Design, Level Design



GTFO 2021-2023

10 Chambers
First person Shooter, Co-op, Horror, Action
Game Design, Level Design



Den Of Wolves 2022-Present

10 Chambers
First person Shooter, Co-op, Action
Game Design, Level Design



CXIN 2024-Present

Off-Black-Creations
Card-based memory and gambling.
Founder of board game company
Gameplay Design, Management

EXPERIENCE



Game Designer

Blunt Damage Studios
Sep 2019 - Aug 2020

Studio founder and game designer at blunt damage studios. I gathered a team and started a studio at Skövde's game incubator. I Level designed by hand and created systems for procedural level design, developed AI behaviour, weapons gun feel, movement systems, core gameplay and wrote the narrative.



Level Designer

10 Chambers
Apr 2021 - Jun 2022

Planned, blocked out, set dressed, wrote narrative and delivered entire levels to "GTFO" using both traditional, manual level design as well as operating and using a procedural content generator.



Game Designer

10 Chambers
Jun 2022 - Present

Designed enemies, combat systems, movement systems, scripted objectives, planned, implemented and balanced encounters in the upcoming game "Den of Wolves"



Game Designer

Off-Black-Creations
2024 - Present
Designed, wrote narrative, accounted, relations, project management for the board game CXIN.



Game Design Guest-Teacher

Future games & Sunderby Folkhögskola
2022 - Present
Teaching, mentoring and sharing experiences at various schools for university students in the subjects of game and level design.

SKILLS

