





Pontus Hedenberg

Malmö, Sweden

 pontus.hedenberg@gmail.com

 (+46) 73-09 78 225

 pontushedenberg.com

 [/pontushedenberg](https://www.linkedin.com/company/pontushedenberg)

Specializing in level and game design creating engaging experiences for players through iterative design and feedback.

Strong collaborator with experience in cross-disciplinary teams, comfortable taking ownership and contribute to both design and technical implementations.

Skills & Languages

Swedish: Native

English: Fluent

- Unreal Engine, Unity, Proprietary Game Engines
- Visual Scripting, basic knowledge in C#
- Blender, Inkscape
- Perforce (P4V), GitHub
- Youtrack, Monday, Miro
- Agile methodologies
- Google Workspace / Microsoft 365

Work Experience

Game Designer

Mysteria Studio UG | Full & Part-time | Sep 2025 - Present

Did my internship and currently I'm freelancing on the open world RPG, Asterfel. Powered by UE5

- Designed and implemented gameplay content such as quests, cutscenes, loot, NPC and enemy encounters.
- Scripting dialogues and gameplay ingredients.
- Game balancing, player progression and game design documentation.
- Identifying bugs and risks with certain gameplay aspects.
- Cross-disciplinary collaborations with programmers, designers and artists.

Fritidsbibblan & Web Editor

Karlshamns Municipality | Fulltime | Jul 2020 - Jun 2022

- Key role in the startup of Fritidsbibblan, starting from zero to a well received service from the inhabitants.
- Provided customer service and administrated Fritidsbibblan.
- Developed and managed current e-services via Open ePlattform, used by inhabitants in Karlshamn municipality.
- External and internal communication such as co-workers, customers or media.

Interaction Designer

Okatima AB | Part-time | Nov 2021-May 2022

- Worked with the accessibility of a new exhibition at Kreativum Science Center that opened in 2022.
- Showcased adaptive technology that could be used for people with disabilities when playing games.

Game Designer & Programmer

Good Knight Games | Part-time | Oct 2016-Aug 2017

- Created and released Green Reality, a VR game about climate and sustainability for Live Green Festival.
- Programmed and designed gameplay in Unity and C#.
- Understanding of creating a own company.
- Green Reality has been showcased during other festivals such as Sweden Rock Festival.

Education

Higher Vocational Education in Level Design

The Game Assembly | Aug 2023-Apr 2026

- Learned level design theories, game engines, scripting, modeling, pipelines and more
- 7 Cross-disciplinary game projects in Unity or proprietary game engines together with programmers, level designers, artists, animators and tech-art.
- Winner at Swedish Game Awards 24 for Best Mobile and The Rookies 24 for People's Choice with our game project Between Life and Death.

B.Sc Media Technology; Focus Game Design

Blekinge Institute of Technology | Sep 2015-Jun 2018

- Learned about game development, its tools and agile methodologies.
- Created Good Knight Games with a few friends.
- Blekinge Student Union, Sponsorship coordinator.
- Wrote and published a bachelor thesis.

Technology Program; Game Development

LBS Halmstad | Aug 2011-Jun 2014

Other Merits

Accessibility Talks - Gamedevelopment & Gaming

- Guest speaker BirdieLAN 2019 and Vetenskapsfestivalen 2022.
- Guest lecturer at Skurup Fridhems Folkhögskola and The Game Assembly Malmö.