



## Pontus Hedenberg

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## Software

- Unreal Engine
- Unity
- Blender
- Perforce (P4V), GitHub
- Youtrack, Monday
- Inkscape
- Google Workspace / Microsoft 365

## Language

Swedish: Native

English: Fluent

## Highlights

Winner at Swedish Game Awards 2024 and The Rookies 2024

- Best Mobile Game - Swedish Game Awards
- People's Choice - The Rookies 2024

Accessibility Talks

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

## Work Experience

### Game Design Internship

Mysteria Studio UG | Sep 2025 - Ongoing

Working on the game Asterfel in Unreal Engine with content implementation such as, quests, scripting gameplay ingredients, cutscenes, game balancing, loot placement and QA, including documentation to our bug tracking service. Apart from work in-engine I have a lot of cross-disciplinary collaborations and feedback sessions. I also get to keep tab on creating and updating existing game design documents.

### Fritidsbibblan & Web Editor

Karlshamns Municipality | Jul 2020 - Jun 2022

Managed Fritidsbibblan at Karlshamns municipality, A library for sport- and outdoor equipment. Also helped the communication department with updating content for webpages and managing new and current e-services.

### Interaction Designer

Kreativum i Blekinge/Okatima AB | Nov 2021-May 2022

Advocating in accessibility design for digital and physical spaces. Worked with the exhibition at Kreativum which opened in feb 2022. Tasks included gathering information and design how a person with a disability would experience and interact with the exhibition.

### Game Designer & Programmer

Good Knight Games | Oct 2016-Aug 2017

I was a programmer and game designer on a VR game called Green Reality which we developed for Live Green Festival in Karlskrona focusing on sustainability and climate. This was a company that was created together with a few friends.

## Education

### Higher Vocational Education in Level Design

The Game Assembly | Aug 2023-Apr 2026

Practical education in Level Design. Learning design theories, creating levels from pre production to final, modeling, scripting and working in group projects.

### B.Sc Media Technology; Focus Game Design

Blekinge Institute of Technology | Sep 2015-Jun 2018

Media technology with a focus on game development and design processes.

### Technology Program; Game Development

LBS Halmstad | Aug 2011-Jun 2014

Design and productdevelopment. Game development.

## Volunteer Work

### Project Manager

HandiPLAY | Jan 2019-Jan 2020

Non-profit organization which I started with focus on accessibility and people with disabilities within esports. As project manager, tasks ranged from general administration, event planning, community management.

### Volunteer at Nordic Game Conference 2024

Worked in the entrance, greeting people, handing out badges and guiding them to the right locations.