

DENNIS BRANNVALL | GAME DESIGNER

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Summary: AAA-experienced, cosmopolitan game designer with a background in tabletop gaming, writing and e-sports, looking for senior design opportunities for RPG's, shooters and strategy games.

Skills:

Level Design / World Building | Quest / Narrative Design | Community Engagement | Leadership / Talent Development

Engines:

Frostbite 3 Engine | Unreal Engine 3 | Unity 3D

Languages:

Frostbite Schematics | Unreal Kismet | Python | Lua

EXPERIENCE

Lead Level Designer EA DICE, Sweden *November 2013 – Present*
Star Wars Battlefront Frostbite 3 Engine

Designing core features, game modes and level concepts for game based on proprietary IP. I hear there's a movie...

- Leading the design and technical implementation of all multiplayer game modes, including all multiplayer UI
- Acts as the liason between art and design; upholds cross-discipline communication throughout level production
- Responsible for all multiplayer level layouts in the game, from whitebox concept to final gameplay quality
- Manages and mentors both designers and gameplay analysts to promote growth and knowledge sharing

Multiplayer Designer EA DICE, Sweden *May 2013 – Dec 2013*
Battlefield 4: China Rising, Naval Strike Frostbite 3 Engine *PC, 360, PS3, Xbox One, PS4*

Level and game mode design for the *Battlefield 4* DLC's.

- While still crunching on the main game, was responsible for all levels and game modes in production for "*China Rising*"
- Led a team of level artists on "*Naval Strike*" including daily feedback regarding potential gameplay issues and solutions
- Aside from level scripting and technical implementation, ensured we focused on the right areas at the right time to mitigate risk and deliver levels on time and to quality.

Jr. Multiplayer Designer EA DICE, Sweden *Sep 2012 – April 2013*
Battlefield 4 Frostbite 3 Engine *PC, 360, PS3, Xbox One, PS4*

Multiplayer level and feature design for a pretty big multiplayer first person shooter.

- Started out scripting and balancing player gameplay objectives, vehicles and spawnpoints on multiple levels
- Quickly promoted to prototype new e-sports game modes (Obliteration, Domination), featured at GamesCom 2013
- Designed the Spectator Mode, an observer component for competitive gaming, featured at E3 2013
- Towards end of project (final 4 months) was responsible for the design of all 10 levels and 7 game modes

Game Designer FIEA Grad School, Orlando USA *Aug 2011 – Aug 2012*
Battle Fortress Tortoise Unreal Engine 3 *PC, Indie*

Singleplayer design for a tower-defense shooter taking place on a giant moving tortoise. Successfully greenlit on Steam!

- World building which included heightmaps, BSP brushes and set dressing
- Scripted matinee animations and cutscenes, implemented level streaming
- Designed, balanced and scripted enemy encounters
- Wrote dialogue and directed voice actors

EDUCATION

University of Central Florida: FIEA, Orlando FL, USA *Aug 2011 – Dec 2012*
M.S in Interactive Entertainment

Umeå University, Sweden *Aug 2007 – Jun 2010*
B.A in English Literature with Creative Writing

ACTIVITIES

- **Competitive Gamer:** Swedish Champion in *Quakeworld* in 1998
- **Tabletop gamer:** Unreasonable addiction to the *Warhammer* miniature war games
- **Writer:** Published fantasy stories for RPG company *RiotMinds*