

DAVID KRUSE

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Tools

- Unreal Engine
- Unity
- Jira
- Twine
- Premiere Pro
- Agile Methodology
- Perforce
- Github

Education

Futuregames, Stockholm - Game Design, 2022 - 2024

Dalarna University, Falun - Screenwriting for film & TV, 2015 - 2018

Experience

Level Designer, Aurora Punks, Stockholm - February 2024 - Ongoing

I create and develop game levels, guiding them from the initial concept and pen-and-paper designs to fully polished, release-ready environments in both Unreal Engine 5 and Unreal Engine for Fortnite.

Narrative Designer, Aurora Punks, Stockholm - February 2024 - Ongoing I develop stories for projects at Aurora Punks, crafting initial concepts to synopses, and integrating these narratives into the environmental storytelling of the games produced.

Narrative Designer, Sverok, Stockholm - January 2024 - March 2024

I worked on a game for Sverok, implementing the narrative and designing interactive dialogue trees for a point-and-click adventure.

Screenwriter & Researcher, Mantaray Film, Stockholm - April 2018 - June 2018

Internship & work for hire at Mantaray Film, writing screenplays and researched scripts written by directors.

Projects

Water, Me and You, August 2025 - Ongoing

Role: Level Design, Game Design

Designing and creating game levels for a cozy co-op adventure game, where two players work in symbiosis to restore an ancient civilization. Creating detailed mockups and concepts of new game mechanics.

Cold Response, May 2025 - August 2025

Role: Level Design

I designed and created an open world game level for a sandbox FPV drone simulator, taking place in Sweden. Implemented game systems and gameplay.

Vessels of Decay, May 2025 - June 2025

Role: Quality Assurance

I playtested the game and documented bugs and defects in ClickUp, creating clear tickets for the development team.

Ark: Survival Ascended, Mod, July 2024 - May 2025

Role: Level Designer, Project manager

I design and develop dungeon levels for an Ark mod while also managing the project, leading sprint planning, and overseeing the overall progress in an agile workflow.

Sir Whoopass, January 2025 - February 2025

Role: Quality Assurance

I playtested the game and documented bugs and defects in ClickUp, creating clear tickets for the development team.

Distant Bloom, November 2024 - December 2025

Role: Quality Assurance

I playtested the game and documented bugs and defects in ClickUp, creating clear tickets for the development team.

Fortnite:RLR: Capture the flag, March 2024 - April, 2024

Role: Level Designer

I designed and developed the interior sections of a PvP multiplayer map for Fortnite, focusing on creating a balanced level flow to ensure fair and engaging gameplay.

Fortnite: Robot Lord Rising, February 2024 - March 2024

Role: Level Design, Narrative Design

I designed and developed a level for a co-op game mode in Fortnite, emphasizing branching pathways to enhance player engagement and create dynamic gameplay experiences.

Short stories, April 2019 - June 2019

Wrote short stories for an app called Snicksstories for publication in an app for Android and iOS.