

# THOMAS ULFSTRÖM

Senior Level Designer

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Senior level designer with more than 10 years experience in creating levels for big games such as Payday 2, Battlefield V and Battlefield 2042.

I have strong layout and visual skills as well as a lot of experience with scripting - both visual and writing code.

If you want more details on the work that I have done, head over to [www.thomasulfstrom.com](http://www.thomasulfstrom.com)

## WORK EXPERIENCE:

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### **noid**

*August 2022 - Present*

*Senior Level and Game Designer*

Working on a new ip. An unreleased 3D multiplayer kid friendly mobile game, built in Unity.

I was in charge of the level and world design. Worked on the game from concept, to prototype and into production.

Also did a lot of game design such as designing game modes, enemies, quests, magical interactions and much more.

### **DICE**

*February 2018 - July 2022*

*Level Designer*

#### **Battlefield 2042**

Worked as a level designer on both the base game and on the live service.

Designed and shipped the map "Breakaway", set in the Antarctic, it is the largest Battlefield multiplayer map ever made.

Also designed and shipped the Season One map "Exposure", located in the Rocky Mountains. It has some of the most extreme verticality ever seen in Battlefield. It became the most popular map on release.

Post launch I designed and shipped the rework of the map "Renewal" to get it more in line with our desired gameplay.

#### **Battlefield V**

Worked as a level designer on both the base game and on the live service.

Joined the team late in production with roughly seven months to release. Designed and shipped the map "Arras" in this time which ended up being a fan favourite of the release maps.

Post launch I worked on the co-op mode and designed several setups for it. I then joined the live service team to work on gamemode setups for new and old maps. Designed and shipped several "Squad Conquest" setups as well as "Rush" setups and several other types of gamemodes.

## Starbreeze

January 2015 - February 2018

Level Designer

### Payday 2

Joined Starbreeze as an intern and was hired after my internship.

Designed and shipped four DLC maps for the game "Payday 2", including:

- "Scarface Mansion" a map based around the mansion from the movie "Scarface".
- "Interception" an intense map on a moving train, also ended up being the E3 demo map 2017.
- "Alaskan Deal" a map made in just a couple months which became the driving feature in the "Locke and Load" community event.
- "Boiling point" a map based on the movie "Hardcore Henry".

I also worked on several of the remakes from "Payday: The Heist" including "Slaughterhouse", "Counterfeit", "Heat Street" and "Panic Room".

### Raid: WW2

I also designed and shipped the map "Bunker Busters" for the game "Raid WW2". A game made by Lion Game Lion but where Starbreeze supported.

### Overkill's The Walking Dead

Last months at Starbreeze I worked on the game "Overkill's The Walking Dead" made in Unreal Engine. I primarily worked on the map "Georgetown" where my focus was on randomization in terms of random events and creating random pathing through the level.

## EDUCATION:

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### Futuregames

September 2013 - January 2015

Game Design Education

At Futuregames I studied game design and ended up focusing primarily on Level Design. I worked on three different game projects as well as designing part of the DLC for "Unmechanical: Extended".

## Technical skills:

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Have worked in the following engines:

- Unity
- Unreal Engine 4
- UDK (Unreal 3)
- Frostbite (Battlefield)
- Diesel (Payday 2)

Other programs I have experience in:

- Photoshop
- Jira, Mantis, Trello
- Git, Perforce and SVN
- Confluence
- Slack, Zoom, Microsoft teams

## Other things:

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### Karkion

Designer and Writer

Current co-founder and contributor to the fanzine "Karkion" for the TTRPG "Dragonbane", available on [www.drivethrurpg.com](http://www.drivethrurpg.com). We have released three editions so far but planning on more. I have written adventures, new playable species and monsters.

### Dance

January 2007 - December 2019

Dance Teacher and Dancer

Worked as a Dance teacher at various dance schools around Stockholm and Trollhättan.

Was also a co-founder and member of "Salto Dance Company" who performed at various events around Stockholm.

I was educated at "Danscenter" 2007-2009 with a focus on Streetdance.