





Pontus Hedenberg

Sweden, Malmö

 pontus.hedenberg@gmail.com

 (+46) 73-09 78 225

 pontushedenberg.com

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

Highlights

Winner at Swedish Game Awards 2024 and The Rookies 2024 with *Between Life And Death*.

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

Software

- Unreal Engine
- Visual Scripting
- Unity
- Blender
- Perforce (P4V)
- Youtrack
- Inkscape

Language

Swedish: Native

English: Fluent

Education

Higher Vocational Education in Level Design Aug 2023-Apr 2026

The Game Assembly

Practical education in Level Design. Learning design theories, modeling, scripting and working in group projects.

B.Sc Media Technology; Focus Game Design Sep 2015-Jun 2018

Blekinge Institute of Technology

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

Technology Program; Game Development Aug 2011-Jun 2014

LBS Halmstad

Design and productdevelopment. Game development.

Work Experience

Fritidsbibblan & Web Editor Jul 2020-Jun 2022

Karlshamns municipality

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 Nov 2021-May 2022

Kreativum i Blekinge/Okatima AB

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 Oct 2016-Aug 2017

Good Knight Games

A company I ran together with friends. We developed and released a VR game for the Live Green Festival in Karlskrona focusing on sustainability and climate.

Volunteer Work

Speaker 2019-2023

- Guest speaker on topic accessibility and esports at BirdieLAN 2019 and Vetenskapsfestivalen 2022.
- Guest lecturer at Skurup Fridhems Folkhögskola about accessibility design.

Project Manager Jan 2019-Jan 2020

HandiPLAY

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.

Sponsorship Coordinator Feb 2016-Jun 2017

Student Union, Blekinge Institute of Technology

Tasks included finding sponsors for events and managing the student pub.

Volunteer at Nordic Game Conference 2024

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