

Alexander Johansson

Level Designer



CONTACT

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[LinkedIn](#)

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LANGUAGES

Swedish – Native

English – Native

SOFTWARE PROFICIENCIES



UNREAL ENGINE



UNITY



GIT



CSHARP



PERFORCE



UE4 BLUEPRINT



PHOTOSHOP



ILLUSTRATOR

WORK EXPERIENCE

Arvika Golfkrog - SERVICE MANAGER 2017 – 2018

Managed and trained personnel. Established service routines and payment system. Hosted, waited, bartended.

EDUCATION



Futuregames – GAME DESIGN 2020 – Ongoing
Higher Vocational Education



AANC – ANTHROPOLOGY 2018 – 2019
[Komvux] Upper Secondary School

Selection of projects:

LEVEL DESIGNER & PRODUCT OWNER

Seventh Circle – 4 weeks (Aug. – Sep. 2020)

Got to take on and get more comfortable with a leadership position. Worked with rapid prototyping, onboarding, and as product owner communicating the vision both externally and within the team.

LEVEL DESIGN

GAMEPLAY DESIGN

SYSTEMS DESIGN

VISUAL SCRIPTING

UNREAL ENGINE

LEVEL DESIGNER

Crawl Space – 7 weeks (Jan. – Mar. 2021)

Focused on level design and programming. Got to hone my level design process and rapidly improve my C# knowledge as the team lacked dedicated programmers.

LEVEL DESIGN

GAMEPLAY DESIGN

C#

UNITY