

Alexander Johansson

LEVEL & CONTENT DESIGNER



CONTACT

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[LinkedIn](#)

[Portfolio](#)

LANGUAGES

Swedish – Native
English – Native

SOFTWARE PROFICIENCIES



UNREAL ENGINE



UNITY



GIT



CSHARP



PERFORCE



UE4 BLUEPRINT



JIRA



LUA

WORK EXPERIENCE

Thunderful - JUNIOR LEVEL DESIGNER 2022 – Present
Designed and scripted missions for unannounced 2D strategy title. *Notable contributions:*

- Designed and owned majority of levels.
- Designed and scripted boss- and custom combat encounters.

BetaDwarf - INTERN GAME/LEVEL DESIGNER 2021 – 2022
Designed characters and levels for co-op MOBA title still in production. *Notable contributions:*

- Was design owner and co-lead on multiple player and enemy characters.
- Designed, set-dressed and owned prototype main level.

EDUCATION



Futuregames – GAME DESIGN 2020 – 2022
Higher Vocational Education



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

Selection of student projects:

GAME DESIGN GENERALIST, PRODUCT OWNER

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

Designed a novel loop-based puzzle system and levels for said system. Took on a leadership position.

GAME DESIGN GENERALIST, PROGRAMMER

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

Designed mechanics and levels for a horror movie inspired stealth game. Scripted alarm system and enemy AI.