

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



PHOTOSHOP



ILLUSTRATOR

WORK EXPERIENCE

BetaDwarf - GAME DESIGN INTERN 2021 – 2022

Designed characters, levels, systems and enemies for co-op MOBA title still in production. Notable contributions:

- Design Owner and Co-Lead on multiple player characters.
- Designed, set-dressed and owned prototype main level.

Arvika Golfkrog - SERVICE MANAGER 2017 – 2018

Managed and trained personnel. Hosted, waited, bartended.

EDUCATION



Futuregames – GAME DESIGN 2020 – 2022
Higher Vocational Education



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

Selection of student projects:

LEVEL DESIGNER & PRODUCT OWNER

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

Got to take on and get more comfortable with a leadership position and design a novel loop-based puzzle system.

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.

LEVEL DESIGN

GAMEPLAY DESIGN

C#

UNITY