

# Alexander Johansson

LEVEL & CONTENT DESIGNER



## WORK EXPERIENCE

**Thunderful - JUNIOR LEVEL DESIGNER** 2022 – 2024 (1 Year 9 Months)

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 (8 Months)

Designed characters and levels for MOBA-inspired action co-op title "**Project F4E**", still in production.

### **Notable contributions:**

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

## EDUCATION

**Futuregames - GAME DESIGN** 2020 – 2022 (2 Years 2 Months)

Higher Vocational Education

### **Selection of student projects:**

#### **"Seventh Circle"**

Game Design Generalist, Product Owner (4 Weeks)

- Designed a novel loop-based puzzle system and levels for a game about reliving memories.

#### **"Crawl Space"**

Game Design Generalist, Programmer (7 Weeks)

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

## CONTACT

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[LinkedIn](#)

[Portfolio](#)

## LANGUAGES

SWEDISH (Native)

ENGLISH (Native)

## SOFTWARE PROFICIENCIES

UNREAL ENGINE 4 & 5

UNITY

LUA

C#

BLUEPRINT

JIRA

PLASTIC

GIT

ADOBE CREATIVE CLOUD