



Profile

Level designer with 3 years of professional work experience in the game industry, specialising in designing environments that support diverse playstyles that engage players.

I take pride and **ownership** of my tasks and thrive in collaborative, **cross-disciplinary** teams. I strive to **always improve myself** as a game developer and to always **one-up myself**, seeing it as one of my greatest strengths.

My experience has taught me the value of **adaptability** and **clear communication** to overcome the many hurdles of game development

I'd describe myself as an enthusiastic and supportive person, aiming to foster a positive and productive work environment.

Contact

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Emil Svensson

GAME DEVELOPER
LEVEL DESIGNER

Skills

- Unity
- Unreal Engine
- In house Engines
- Perforce
- Scrum & Agile Workflow
- Task based documentation

Areas of Expertise

- 3D open world level design
- Prototyping and developing engaging levels for multiple mediums
- Creative design and thinking outside the box
- Player in-game agency and behaviour.
- Bug fixing and general problems resolution

Experience

Level Designer

Flashbulb games

Internship: April 2023 – Present | Full-time: April 2023 – Present

Trailmakers (<https://store.steampowered.com/app/585420/Trailmakers/>)

Worked on multiple updates for the live service game Trailmakers.

Trailmakers is a **sandbox-style vehicle-building game with open-world exploration elements**.

Being responsible for multiple-level designed areas for multiple updates. Making everything from **open world, race tracks and PvP levels**.

- **Was the main level designer for the project's largest open world level in the game.** Taking **ownership and responsibility** for the map's state throughout production, and often taking responsibility to fix any issues that arose in late development.
- **Created a community praised F1 race track.** Basing the design on **research** I made on real-world F1 race tracks for an **authentic experience**. This race track was tested daily by a large portion of the team as many of them simply enjoyed playing the track. **The level was met by a large amount of excitement in the community.**
- **Created a level from scratch that 25% of the player base regularly play.** A PVP map meant to handle land, water and air vehicles.
- Became the go-to guy for **solving bugs** discovered by QA. Either through my own effort or through knowing who to turn to for any issue.
- Designed some of the most enjoyable missions within the new opeworld campaign. **Balancing combat encounters** and **creating puzzles** that require the player to use their skill in vehicle building to overcome obstacles.

INTERNSHIP

Flashbulb games | August 2022 – April 2023

Created many **prototype designs and levels** for an unreleased multiplayer game.

Additionally, I created **level and game design** for

Rubber Bandits, a **multiplayer party brawler game** that utilised chaotic **physics-based** weapons and levels.

Education

THE GAME ASSEMBLY, MALMÖ

Level Design | August 2020 - April 2023

The game assembly in Malmö is one of the world's top game development schools, where I developed 8 games in multiple large groups of other students from different classes.

LJUD OCH BILD SKOLAN, LUND

Game Graphics | August 2017 - April 2020