



JOHANNES OLSSON

Level Designer

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*I am a Level designer who uses my skill and experitice to shape **multiplayer spaces** for friends to enjoy together. Down the road, I would like to help bring the medium forward as a **tool for interactive storytelling**. tell.*

PROFESSIONAL EXPERIENCE

Starbreeze Studios AB – Level Designer – Dec 2018 - 30/6 2019

Intern Level Designer where I create **Whitebox environments and script** for an upcoming Co-op shooter. Scripting includes Ai spawners, Mission objectives and other Level scripting required for the player experience.

EDUCATION

Futuregames – Game design – 2017 – 30/6 2019

Higher vocational education in game design located in Stockholm, Sweden. I focused on **Level design and scripting**. Courses and lectures held by **industry professionals** from studios such as but not limited to, **EA DICE, Starbreeze, King and Hazelight**.

Njudungsgymnasiet – Energiprogrammet – 2008–2011

Upper Secondary school

I studied additional courses in **Swedish, English and Writing**, where I wrote novels, news stories and articles.

Technical Skills

Software

Unreal Engine 4
Unity 2018
Photoshop
Visual Studio

Programming

C#
Unreal Blueprint
Visual Scripting

Management

Agile and Scrum
Perforce
JIRA

Language

Swedish
English

GAME PROJECTS

ECHO – Level Design/Game Design/Scripting

In **Unreal Engine**, I created the level from **paper prototype to final product**. I made sure that both the environment and mechanic enhanced the **games narrative**. I also scripted the **camera functionality** and other gameplay tasks, such as the ending, interact prompt and implemented puzzles.

The game was well received by the jury consisting of Industry professionals from **EA DICE, Machinegames** and **Starbreeze**. It has received more than 4k downloads on itch.io, where it has received praise from the community. [Play it here](#).

TRIAL –Level Design/Game Design/Scripting

Using the **Unity Engine**, I created the hub district and District two from paper prototype to final product, including level art and level scripts to deliver a **Co-op multiplayer** experience. Apart from shaping the spaces, **I scripted and balanced** the enemy spawners placed throughout my levels.

As a **Product owner**, I created and delivered the pitch in front of Futuregames students and Industry professionals from **EA DICE, Avalanche** and **King**.

CARVELIN – Level Design/Scripting

I collaborated with other level designers to create a level **from paper prototype to final product**. I scripted the **UI implementation**.

The game received feedback from industry professionals working at **Starbreeze**.

OTHER WORK EXPERIENCE

SAPA – MACHINEOPERATOR – 2013–2017

GUSTAVS GRILL&BAR – KITCHEN STAFF – 2012–2013

KUUSAKOSKI - ASSEMBLYLINE WORKER – 2011–2012