



JOHANNES OLSSON

Level Designer

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*I am a Level designer who thrives in environments where **innovation and originality** are held high. I prefer open **dialogue to arguments**, and value creative freedom. I am certain that the best experience is shaped by having a **holistic approach** involving all different fields of expertise at an early stage of development.*

PROFESSIONAL EXPERIENCE

Rare Earth – Level Designer – Oct 2022 – Dec 2024

Worked as the only **World/Level Designer** on an unannounced **Open World Third Person Shooter Coop Roguelite**. Compound design, World sculpting, location positions as well as themes, landmarks. Gameplay activity design.

Bulkhead Interactive – Level Designer – Oct 2019 - Oct 2021

Worked as a **World/Level Designer** on an unannounced **Survival PvP Open World First Person Shooter**. Geometry, Terrain work and locations in relation to each other. Included **Quest Writing, basic encounter** set up and Prototype Blueprinting.

Worked as a **Level Designer** on Transformers: Reactive, **Open World Coop Third Person Action-adventure game**. Focused on **Geometry, terrain and gameplay** and player flow between areas. Some prototype Encounters set up using systems provided by the Engineering team.

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

I create **Whitebox environments** with a 360 approach and script for an upcoming Co-op shooter. Scripting includes but is not limited to AI spawn behavior and mission objectives.

EDUCATION

Futuregames – Game design – 2017 – 30/6 2019

Higher vocational education in game design located in Stockholm, Sweden. I focused on **Level design and narrative**. The program has been created with close collaboration with representatives from the games industry in Sweden.

Courses and lectures held by **industry professionals** from studios such as but not limited to, **EA DICE, Starbreeze, Avalanche Studios** and **Hazelight**.

GAME PROJECTS

ECHO – LEVEL 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 5k downloads on itch.io, where it has received praise from the community. [Play it here](#).

TRIAL – LEVEL DESIGN/LEVEL ART

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