

# ELIAS OLSSON

## LEVEL DESIGNER



## CONTACT

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## SOFTWARE/TOOLS

- Unreal Engine
- Visual Scripting
- Blender
- Krita / Photoshop
- Unity
- Perforce
- Miro

## HOBBIES

- Climbing and unicycle
- Cosplay
- Magic The Gathering
- Piano and accordion

## LANGUAGES

- Swedish - Native
- English - Fluent



## ABOUT ME

I'm a passionate Level Designer with a background in customer service. I specialise in gameplay-focused level design, aiming to create fun, balanced and engaging levels for the player. I also enjoy open-world design where I and a team can together create and immerse in a fantastic world together. Group members from past projects have described me as honest, communicative, logical, creative, and funny.



## EDUCATION

### Level Designer - The Game Assembly, Malmö 2023 - Present

Higher vocational education in level design to prepare us for real work in the industry. Education included

- Level Design
- Visual scripting
- Composition & world building
- Multidisciplinary game project

### Tycho Braheskolan, Helsingborg 2016 - 2017

Product development program as high school engineer.

### LBS Kreativa Gymnasiet, Helsingborg 2013 - 2016

Technology program with focus on design and game development.



## WORK EXPERIENCE

### Biltema Sweden AB, Landskrona - Shop assistant 2018 - Present

Front desk customer service and register.

### Landskrona Hamn AB - Extra Stevedore 2019 - 2019

Heavy labour in all types of weather conditions, unloading cargo from boats.

### Trioplast, Landskrona - Machine operator 2015 - 2016

Machine operator for huge plastic printing machines where daily quotas had to be met.