

SAMI OUZAA

TECHNICAL LEVEL DESIGNER



I've always had video games as one of my favorite pastimes with friends and loved ones. The idea of me taking part in delivering something memorable to others and to improve my craft along the way couldn't be more exhilarating!

CONTACT

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SKILLS

Scripting & Prototyping

Level Design & Worldbuilding

Agile Development & Documentation

3D Modeling & Composition

SOFTWARE

Unreal Engine

Unity Engine

Blender

Miro

YouTrack

Jira

Perforce

Git

Visual Studio

LANGUAGES

Swedish (Native)

English (Full Professional Proficiency)

Polish (Basic)

EDUCATION

The Game Assembly (2023 – 2026, Ongoing)

Higher Vocational Degree, Level Design.

- Eight group projects of varying genres including platformer, sidescroller, mobile puzzle, ARPG, and first-person shooter.
- Coursework that gave me hands-on knowledge in using Unreal Engine, visual scripting with Blueprints, 3D modeling with Blender, and composition techniques for designing levels and game worlds.

Södertörn University (2019 – 2022)

Bachelor of Science in Media Technology, Game Design and Scripting

- Seven group projects covering programming, game design, level design, and narrative design.
- Gave me both theoretical and practical groundwork for designing games.
- Gained knowledge in using Unity Engine and scripting in C#.

EMPLOYMENT

Läraryrmedlarna (November 2016 – June 2019)

I worked as a substitute teacher at different schools and leisure-time centers.

- Helped me develop my communication skills when teaching students of different grades.

VOLUNTEER WORK

Aurora Punks Industry Meet and Greet (December 2024)

I volunteered to help with greeting guests at the door and taking care of the wardrobe. Besides practicing being a good host, this job offered me even more exposure to socialize and expand my network.

Nordic Game Conference (May 2024)

Volunteered for three days at the venue in Malmö where my tasks shifted between registration and wardrobe. The work was immensely gratifying as it allowed me to improve my social skills and network with people from the industry.

REFERENCES

Felicia Hjärpe, Junior UI Designer at King

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Gustav Carlberg, Tech Producer at Aurora Punks

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Ludvig Kullberg, Audio Designer at Embark Studios

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