



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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 Stockholm, Sweden

SKILLS

Level Design & Worldbuilding

Scripting & Prototyping

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)

EMPLOYMENT

DICE - EA Digital Illusions CE AB (February 2026 - Ongoing)

- Level Design Intern

EDUCATION

The Game Assembly (2023 - 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#.

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, UI Designer at King
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Gustav Carlberg, CEO and Founder at Low Peak Studios
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