

Måns Mattisson

Level Designer



Contact

- Malmö, Sweden
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Skills

- Visual Scripting (UE 4 & 5)
- SCRUM
- Problem Solving
- Project Management
- Collaborative Skills

Software Knowledge

- Unreal Engine 4 & 5
- Unity
- Blender
- Krita
- Perforce (P4V)
- Jira
- Excel

Summary

Level Design Student at The Game Assembly
Looking for an internship between August 2024 - April 2025

Passionate game developer who lives and breathes level design since 2019, I've refined my skills at The Game Assembly and as a freelance designer. Versatile team player with good leadership skills, adept at all aspects of game development.

Education

Level Design - The Game Assembly 2022 - 2025

- Studied the fundamentals of Level Design
- Worked together with other disciplines creating game projects

Narrative Design - Malmö University 2021 - 2022

- Studied the fundamentals of narrative design and how it's used in different media

Game Design / Production - Luleå University 2021 - 2022

- Learned to analyse and use game design in game prototyping
- Worked on the fundamentals of game production and management

Game Graphics - LBS High School 2017 - 2020

- Learnt the fundamentals of game graphics and animation as well as game development

Experiences

Level Designer - Divine Games (Remote Contractor) 2021 - 2022

- Created the overall level planning and set the project design philosophy
- Worked together with project management on optimizing team workflow and project documentation
- Responsible for the overall level planning and area design

Level Designer - No Moon (Remote Contractor) 2021 - 2021

- Worked together with game designers on level elements and gameplay design
- Responsible for the entire demo level design