



JOHANNES OLSSON

Game & Level Designer

Telephone: +46 722 431 026

Johannes092@gmail.com

<https://www.johannes-olsson.se>

<https://www.linkedin.com/in/johanneserikolsson/>

*I am a Level designer who uses my skill and expertise to shape **multiplayer spaces** for friends to enjoy together. Down the road, I would like to help bring the medium forward as a **tool for interactive storytelling**.*

PROFESSIONAL EXPERIENCE

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

Njudungsgymnasiet – Energiprogrammet – 2008–2011

Upper Secondary school

I studied additional courses in **Swedish, English and Writing**, where I wrote novels, news stories and articles.

Technical Skills

Software

Unreal Engine 4
Unity 2018
Photoshop
Visual Studio

Programming

C#
Unreal Blueprint
Visual Scripting

Management

Agile and Scrum
Perforce
JIRA

Language

Swedish
English

GAME PROJECTS

ECHO – Level Design/Game 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 4k downloads on itch.io, where it has received praise from the community. [Play it here](#).

TRIAL –Level Design/Game Design/Scripting

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 through 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