



FELIPE FLEMING

GAME DESIGNER & LEVEL DESIGNER

PROFILE

Game Designer from Stockholm Sweden specializing in Level Design with experience in internships, freelance contracts, and studio consulting. Skilled at creating engaging gameplay spaces, adapting to diverse pipelines, and mentoring aspiring designers through a recurring Level Design 101 course.

WORK EXPERIENCE



Level Designer & Community Manager

Silkroad Studios

09.2025 - PRESENT

Internship Position

- Create Level Blockouts & Combat Encounters for game title
- Ideate on Mechanics & Content Development for Levels
- Participate in Design Discussion to ensure quality Levels



Level Design Consultant

FatCatPlay Studios

08.2025 - PRESENT

Freelance Contract

- Guide and mentor the Level Designers for team enhancement
- Provide clear creative direction and constructive design feedback
- Review and refine level layouts to optimize Level Productions for title



Lead Level Design Mentor

Gamer2Maker

05.2025 - PRESENT

Part-Time Position

- Structuring Level Design Course and Curriculum for institution
- Lectures & teachings in Level Design production pipelines for students
- Feedback and mentoring sessions with students



Level Designer & Game Designer

Everflux Studios

06.2025 - 09.2025

Freelance Contract

- Game Design balance for game title for a quality game experience
- Level Design & World Design production for two full levels
- Level Art & Set Dressing of produced levels



Level Designer & Level Artist

AESTELLE STUDIOS

02.2025 - 03.2025

Freelance Contract

- Level Design Planning & LDD Production of game product
- White Box & Blockout of game title from concept to playable Level
- Level Art & Set Dressing of Environments



Generalist Designer & Asst. Producer

Ichigolchie AB

08.2022 - 04.2023

Internship Position

- QA and testing ensuring bug-free release and seamless user experience.
- Execute marketing campaigns for maximum visibility
- Produced 2 full playable Levels in released title

CONTACT

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🌐 Felipe Fleming

SKILLS

- Blockout / White Box
- Narrative & Worldbuilding
- Visual Scripting (Unreal Engine)
- Rapid Prototyping
- Documentation (GDD/ LDD)
- Agile Work (Scrum)
- Project Management
- Team Dynamics

EDUCATION



THE GAME ASSEMBLY

2023 - 2026

- Level Design Specialization
- 7 Game Projects Produced



FUTURE GAMES

2021 - 2023

- Game Design Specialization
- 3 Game Projects Produced

SOFTWARE

- Unreal Engine (4/5)
- Unity
- Perforce
- GitHub
- Blender
- Figma
- Trello/Jira