



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

CONTACT

- felipenfleming@gmail.com
- www.felipefleming.com
- 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

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| | Level Designer & Community Manager Silkroad Studios | 09.2025 - PRESENT Internship Position |
| | <ul style="list-style-type: none">• Create Level Blockouts & Combat Encounters for game title• Ideate on Mechanics & Content Development for Levels• Participate in Design Discussion to ensure quality Levels | |

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| | Level Design Consultant FatCatPlay Studios | 08.2025 - PRESENT Freelance Contract |
| | <ul style="list-style-type: none">• 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 | |

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| | Lead Level Design Mentor Gamer2Maker | 05.2025 - PRESENT Part-Time Position |
| | <ul style="list-style-type: none">• Structuring Level Design Course and Curriculum for institution• Lectures & teachings in Level Design production pipelines for students• Feedback and mentoring sessions with students | |

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| | Level Designer & Game Designer Everflux Studios | 06.2025 - 09.2025 Freelance Contract |
| | <ul style="list-style-type: none">• 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 | |

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| | Level Designer & Level Artist AEstelle Studios | 02.2025 - 03.2025 Freelance Contract |
| | <ul style="list-style-type: none">• 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 | |

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| | Generalist Designer & Asst. Producer Ichigolchie AB | 08.2022 - 04.2023 Internship Position |
| | <ul style="list-style-type: none">• 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 | |