



# Elias Olsson

Level Designer

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## EDUCATION

### PlaygroundSquad, Falun — *Game Design*

AUGUST 2023 - JUNE 2025

The course focuses on methods and models to kickstart game ideas, and to help spark creativity and create engaging gameplay. Three game projects are part of the course, finishing with an internship at a game studio.

### Uppsala estetiska gymnasium, Uppsala — *Game Design*

AUGUST 2019 - JUNE 2022

Introduced basic concepts of design, and introductions to Unity and programming.

## EXPERIENCE

### Rocket Rider — *Game Project, Unreal Engine 5*

2024 (9 WEEKS)

Sketched and blocked out several sections for the game and placed tons of mechanics in the levels such as vending machines, battle arenas and more. Refined tons of aspects in the game including balance and level design. Playtested immensely.

### BEETLEBOT — *Game Project, Tengine*

2023 (6 WEEKS)

Sketched and blocked out several levels for the game, assisted with sound and screen shake implementation, refined the game balance, playtested to find numerous issues and wrote the credits.

### Mod Developer — *Road to 56, Hearts of Iron IV*

APRIL 2018 - PRESENT

On- and off developer for a mod to the game Hearts of Iron IV. Focuses on implementing new content and features, but also improving and maintaining existing content and fixing vital bugs and crashes reported to the team.

## ABOUT ME

Born July 31, 2002.

Grew up in Uppsala.

Loves food, movies, TV series, to play and design video games and with a fascination for weather and infrastructure.

## SKILLS

Documentation & Prototyping

Game, System and Level Design

Unity and Unreal Engine

### Software:

Windows 7-11, MacOS

Microsoft Office 365

Git

Adobe CC (Photoshop, Illustrator)

Google Applications

Trello / Miro / Slack

## LANGUAGES

Native Swedish

Fluent English

## OTHER MERITS

2018/2019 - Work experience as a caretaker

2023 - Work experience as a janitor (carried out in groups)