



Christoffer Weltzin

Level designer

Employment

Black Phoenix Games

Worked on the demo of a, then, new unannounced game. I had sole responsibility of large parts of the demo where I did everything from research to level blockout and scripting. Worked close with other Level designers and tech artists.

Aurora punks and Upstream Arcade

Worked with Aurora Punks and Upstream arcade on the new demo for the upcoming Elric game. I was the only level designer, so I had sole responsibility for everything from researching the books and finding references pictures to building the levels in the demo. I worked close with the design team to incorporate their wishes in my design and the levels.

Education

2019-22 The Game Assembly

Advanced Diploma in Higher Vocational Education in Level Design

2019 Futuregames

A three-week Preparatory course

Skills

Unreal engine	<i>Comfortable and experienced.</i>
Unreal blueprints	<i>Comfortable and experienced.</i>
Unity	<i>Comfortable and experienced.</i>
Github	<i>Comfortable and experienced</i>
Maya	<i>Good understanding.</i>
MS Office	<i>Good understanding.</i>
TortoiseSVN	<i>Good understanding.</i>

Referens

Fredrik Johansson: Fredrik.Johansson@Aurorapunks.com

Language

Swedish	Native language
English	Full professional proficiency