



Hugo Nykvist

Junior Level Designer

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Available from April 2025 · Internship period: 18 May – 25 Dec

SUMMARY

Game design student specializing in level and encounter design — focused on player guidance, readability, pacing, and sightline control. Builds structured, playtestable spaces and iterates based on feedback. Open to relocating for the right opportunity.

SELECTED PROJECTS

Underground Garage Encounter

4-day sprint

Level / Encounter Design

- Built a short encounter with clear beats (push → reset → defend reversal) and a communicated mid-fight event that forces adaptation.
- Used framing, lighting, sound, and layout to guide player decisions and communicate shifting threats.
- Ran 4 playtests and iterated to improve fairness and readability — better communication of threats and clearer options.

Water Treatment Plant

Level Design · Horror

- Completed 6 iteration passes based on playtests and structured feedback.
- Improved navigation, readability, and pacing through layout changes; documented all decisions and outcomes.

GP2 — Fish Your Majesty

Level Designer · Mid-production handover

- Joined mid-production and took ownership of level design; collaborated across design, art, and tech.
- Delivered improvements through structured iteration, alignment, and clear communication.

MENTORSHIP

Ongoing mentorship with **Prashant Trivedi** (Massive Entertainment) focused on advanced level design.

WORK EXPERIENCE

Assembler — Cytiva

2018–2024

- Six years of reliable delivery in structured, deadline-driven workflows — building strong habits in teamwork, quality assurance, and cross-functional coordination.

LEVEL DESIGN

- Player guidance & readability
- Pacing & encounter beats
- Sightline control & combat space layout
- Playtesting & iteration
- Design communication

TOOLS

Unreal Engine

Unity

Perforce

GitHub

Jira

Blender

DaVinci Resolve

LANGUAGES

- Swedish — Native
- English — Fluent

EDUCATION

Futuregames

Game Design (Level Design focus)

2024 – Present

