Elias Olsson

Game and Level Designer

Kaserngården 8
79140 Falun, Sverige
070 383 09 02
eliasolsson.gamedev@gmail.com
Portfolio: llutozz.github.io
_____

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 essential mechanics in the levels. Refined tons of aspects in the game including balance and level design. Playtested immensly.

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.

The Road to 56 — *Mod Developer, 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.

Level Designer that is always passionate and motivated to learn and improve their craft. I strive to craft engaging experiences. I also dabble in Gameplay and Systems Design. Please check out my portfolio linked above for more information about my projects!

SKILLS

Documentation and Prototyping

Game, System and Level Design

Unity, Unreal and Hammer Map Editor

Quality Assurance and Playtesting

Basic Scripting

LANGUAGES

Native Swedish
Fluent English

OTHER MERITS

2018/2019 – Work experience as a caretaker

2023 – Work experience as a janitor