Elias Olsson Game and Level Designer

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ABOUT ME

A Level Designer that is passionate and motivated to learn and improve their craft. I strive to craft engaging experiences for players. I also dabble in other aspects of Game Design, particularly Gameplay and Systems.

EDUCATION

PlaygroundSquad, Falun — *Game Design* 2023-2025

Focused on methods and models to kickstart game ideas, and to help spark creativity and create engaging gameplay. Three game projects were part of the course, finishing with an internal internship at Tension.

Uppsala estetiska gymnasium, Uppsala — *Game Design* 2019-2022

Introduced basic concepts of design and programming, alongside some simple projects in the Unity engine.

EXPERIENCE

Rocket Rider — *Game Project, Unreal Engine 5* 2024 (9 WEEKS) LINK

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) LINK

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* SINCE 2018 LINK

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.

SKILLS

Speak Native Swedish and Fluent English

Documentation and Prototyping (GDD/Grayboxing)

General Understanding of Game and Level Design Techniques

Good Experience in Unity, Unreal and the Hammer Map Editor

Quality Assurance and Playtesting

Basic Scripting (Unreal Blueprints)