Anton Karlsson

Level Designer - CV

Kronetorpsgatan 60B
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LinkedIn

SKILLS

Unreal Engine 4	*Very high proficiency.*
Visual Scripting (Unreal Engine 4)	*Very high proficiency.*
Unity 3D (including C#)	*Very high proficiency.*
Source Engine - Hammer	*Very high proficiency.*
Troubleshooting	*Very high proficiency.*
World Machine	*High proficiency.*
Autodesk Maya	*High proficiency.*
Adobe Photoshop	*High proficiency.*
C# Language	*High proficiency.*
XML Language	*Good proficiency.*
LUA Language	*Good proficiency.*

EMPLOYMENT

Illusion Labs, Malmö - *Level Designer, Specific Project Employment*
APR 2019 - OCT 2019

SJ AB, Malmö - *Comfort Operator*
AUG 2017 - APR 2019

Brain+, Copenhagen - *Level Designer, Game Designer, Internship*
SEP 2016 - APR 2017

Albatross Personlig Assistans, Lund - *Personal Assistant*
JAN 2016 - PRESENT

EDUCATION

The Game Assembly, Malmö - *Level Design*
SEP 2014 - APR 2017

Ljud & Bild Skolan, Lund - *Game Development*
AUG 2010 - JUN 2013

PORTFOLIO

www.anton-karlsson.com

EXTRACURRICULAR ACTIVITIES

Nordic Game Conference - *Volunteer*
MAY 2015
MAY 2016

LANGUAGE

Swedish   *Native language.*
English   *Very high proficiency.*

References available upon request.