

EXPERIENCED GAME DESIGNER

Education

FOLKUNIVERSITETET
Game Design/Scripting
Higher Vocational Education
Sep 2015 - Jun 2017

KYH GÖTEBORG
Software Testing
Higher Vocational Education
Okt 2012 - Jan 2014

Contact

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Portfolio

lleven.github.io

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References

Robert Lazic
Managing Director at Pieces
Interactive
robertlazic1980@gmail.com

Tobias Karlsson
Design Coordinator at Pieces
Interactive
tobias@tobiart.com

ANDREAS LARSSON

ABOUT ME

I am a Game Designer with 7 years of experience in the industry at the company Pieces Interactive. The projects I've worked with includes the dlc's, **Ragnarök** and **Atlantis**, for the classic ARPG **Titan Quest**, as well as the re-imagined entry of the survival horror game **Alone in the Dark**, released 2024.

Experience

Game Designer

2017 - 2024 Pieces Interactive, Skövde

Level design have been my main focus but I've also worked with quest design, puzzle design, etc.

Skills

Level Design / Blockout

Combat Encounter Design

Event Scripting

Game System Design

Level Set Dressing

Balancing

Software & Tools

Unreal Engine

Confluence

Hansoft

Visual Studio

Perforce

Git

Merits

Language Proficiency

Swedish (Native), English (Fluent)

Drivers License

B, AM