

# SIMON OTTOSSON

## LEVEL DESIGNER

### INTRODUCTION

I'm Simon, a highly dedicated and self-motivated Level Designer who has had a passion for video games from an early age.

I have worked on 1 soon-to-be-shipped title as a Level Designer. Additionally, during my education, I worked on 8 shipped titles as a Level Designer.

My current career goal is to continue to challenge myself creatively and to develop fun games!

### CONTACT

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### FAVORITE GAMES

Counter Strike Series  
Mount & Blade Series  
ARK: Survival Evolved  
Rust  
Skyrim

### HOBBIES

Game Development  
Video Games  
Architecture  
Baking

### WORK EXPERIENCE

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#### LEVEL DESIGN INTERN – FATSHARK STOCKHOLM

**August 2023 – Current**

Projects: 2 Warhammer Vermintide 2 – UNRELEASED TITLE.

Soon worked through a complete development phase on a project where I was responsible for the overall Level Design, Game Design, and some Creative Direction within the Vermintide 2 Level Team. Was part of and contributed to the weekly feedback and discussion sessions within the team. Some of my duties while working on Vermintide 2 content were blocking, visual scripting for multiplayer, paper design, bug fixing and set dressing. I learned and used a multitude of different tools while working in the inhouse engine Stingray, including the Level Editor, Unit Editor, Visual Scripting Editor, Lightning Editor and working with occlusion culling view Umbra. Working closely together with my mentor, the Lead Level Designer, and other disciplines such as Art, Design and Leadership to further develop my skills and grow as a Level Designer.

#### FOREMAN & PROCESS OPERATOR – FRESENIUS KABI UPPSALA

**October 2015 – August 2021 (5 years 10 months)**

I worked in and later led a small team in the production of infusion medicine in a cleanroom environment. I was responsible for the manufacturing, filling, and packaging of the product as well as operating and maintaining all the different machinery.

### EDUCATION

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#### LEVEL DESIGNER – THE GAME ASSEMBLY STOCKHOLM

**September 2021 – April 2024**

I learnt about what it means to be a Level Designer and what their tasks and duties are in Game Development. Acquiring skills in Level Design techniques, visual scripting, world building, 3D-modeling. Working primarily within the Unreal Engine Editor and Blender, and occasionally with Unity. I have successfully shipped 8 game projects, collaborating with a team of 12 developers throughout all phases of development, from initial pitch to delivering a shippable product. Sharing responsibilities with two other Level Designers for overall Level Design, Game Design, and Creative Direction.

#### C# PROGRAMMING COURSE – KOMVUX

**February 2020 – May 2020**

I've worked on various tasks where I developed proficiency in several aspects of coding, such as code structuring, problem-solving techniques, programming principles, object orientation, and debugging.

#### INDUSRIAL DESIGN, TECHNICAL PROGRAM – FYRISSKOLAN UPPSALA

**August 2010 – June 2013**