



Simon Ottosson

LEVEL DESIGNER

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PORTFOLIO

www.simonottosson.com

HARD SKILLS

Unreal Engine	- Advanced
Visual Scripting	- Intermediate
C#	- Beginner
Unity	- Intermediate
Blender	- Intermediate
Office Package	- Intermediate
Perforce	- Beginner
Scrum / Taiga	- Advanced
Swedish	- Native
English	- Fluent

SOFT SKILLS

Teamwork
Communication
Adaptability
Creativity
Problem-solving
Leadership
Time management
Critical thinking
Interpersonal

SUMMARY

I'm Simon, a highly motivated and responsible level design student. Currently, I'm seeking an internship position between August 2023 – April 2024 that will allow me to apply and further expand upon my skills, knowledge, and experiences. I believe that collaboration is essential in bringing gameplay, world, and narrative together to create a great game.

EDUCATION

Level Designer

The Game Assembly, Stockholm, Sweden
September 2021 – April 2024

- In-depth exploration and honing of my level design skills.
- Gained diverse skill set in various design techniques, whiteboxing, level layout, prototyping, visual scripting, design documentation, level flow, world building, composition and 3D-modeling.
- Collaboration with other disciplines to develop games in an agile environment.

Programming C#

Komvux, Distance summer course
February 2020 – May 2020

- Acquired proficiency in code structuring and problem-solving techniques.
- Learned programming principles, debugging, object orientation.

MERITS

7 GAME PROJECTS (1 UNDER DEVELOPMENT)

- Collaborated in several different groups in the development and creation of 7 games of various types.
- Responsible for level design, game design, prototyping, scripting, creative direction, level art, lighting and developing narratives.

EXPERIENCE

Foreman & Process Operator

Fresenius Kabi, Uppsala, Sweden
October 2015 – August 2021

- Mentoring and training of new operators.
- Led a team in the production of infusion medicine in a cleanroom environment