INTRODUCTION

I'm Simon, a highly dedicated and self-motivated Level Designer with a passion for collaboration and game development. Throughout my career, I've gained invaluable experiences from diverse work environments, fostering a positive and adaptable mindset.

Currently, I have professional experience contributing to three projects as a Level Designer: Vermintide 2's 'A Parting of The Waves,' another unreleased project, and Retrolight's 'In-Style' project. Additionally, during my education, I actively participated in the development of 8 shipped titles as a Level Designer.

Currently, in my spare time, I am spearheading level design for an indie project within a small team, serving as the sole Level Designer. My current career goal is to continuously challenge myself creatively and to develop fun games!

CONTACT

PORTFOLIO:
www.simonottosson.com

EMAIL:
simon.carl.ottosson@gmail.com

LINKEDIN:
/simonottosson

PHONE:
+46 (0)736-133 213

LOCATION:
Stockholm, Sweden

SIMON OTTOSSON
LEVEL DESIGNER

WORK EXPERIENCE

LEVEL DESIGN INTERN – FATSHARK STOCKHOLM
August 2023 – April 2024 (8 months)
First Project: Warhammer Vermintide 2 – A Parting of The Waves (2024)
Second Project: Warhammer Vermintide 2 – UNRELEASED PROJECT (TBD)

- Sharing responsibility for Level Design for two Vermintide 2 projects: "A Parting of The Waves" DLC and another still unreleased project.
- Collaborated closely with my mentor, level team, lead designers, and interdisciplinary teams to take: "A Parting of The Waves" DLC from Pitch stage to a fully released project and the Unreleased Project from Pitch stage to LDD stage.
- Actively participated in weekly feedback sessions and discussions to refine and improve level designs.
- Completed tasks including blocking, visual scripting, optimization, paper design, bug fixing, and set dressing.
- Leveraged Stingray engine tools for level creation and optimization, including the Level Editor, Unit Editor, Visual Scripting Editor, and Lightning Editor.
- Developed and contributed to multiple proof of concepts and prototypes, demonstrating proficiency in rapid iteration and concept validation.
- Collaborated with team members to explore innovative game mechanics, environments, and features, providing valuable insights and solutions throughout the development process.
- Fixed over 80+ bugs of various types across all Vermintide 2's currently released levels. Examples include level events, visual scripting, unit scripting, mesh misplacement, and other level & game design issues.
- Pitched a captivating Level pack for future content, which is currently in development for the unreleased V2 project.
- Conceptualized and prototyped 6 different levels, with one of these levels currently undergoing iteration and development for the unreleased V2 project.
- Authored multiple Level Design Documents (LDDs), with 3 of them undergoing iteration and development for the unreleased V2 project.

LEVEL DESIGNER – RETROLIGHT, INDIE REMOTE (Part-time 50%)
March 2024 – current
Project: In-Style (TBD)

- I hold sole responsibility for the level design, while sharing responsibility for the game design and creative direction of the project.
- Leveraging Unreal Engine's Level Editor and tools to develop and bring levels from the initial pitch stage to a releasable state.
- Collaborating closely with my team to develop a demo for a potential collaboration with a publisher.
- Engaged in design, development, testing, providing feedback to contribute to the overall success of the project.

FOREMAN & PROCESS OPERATOR – FRESENIUS KABI UPPSALA (Full-time)
April 2024 – current
October 2015 – August 2021 (5 years 11 months)

- Possess over six years of extensive experience in cleanroom medical production, with a significant portion spent in leadership roles.
- Demonstrated strong leadership skills by effectively leading and supervising a small team, ensuring smooth operations and adherence to production schedules.
- Responsible for overseeing the manufacturing, filling, and packaging processes of infusion medicine, ensuring compliance with quality standards and regulatory requirements.
- Operated and maintained various machinery and equipment used in the production process, ensuring optimal performance, and minimizing downtime.

EDUCATION

LEVEL DESIGNER – THE GAME ASSEMBLY STOCKHOLM
September 2021 – April 2024 (2 years 8 months)

- Studied Level Design techniques, visual scripting, world building, and 3D modeling as part of the curriculum.
- Developed proficiency in working primarily within the Unreal Engine Editor and Blender, with occasional use of Unity.
- Successfully shipped 8 game projects, collaborating with a team of 12 developers throughout all phases of development.
- Shared responsibilities with two other Level Designers for overall Level Design, Game Design, and Creative Direction.
- Acquired a comprehensive understanding of the role of a Level Designer in game development and their tasks and duties.
- Demonstrated skills in problem-solving, creative thinking, and adaptability through various project challenges.
- Enhanced communication and teamwork skills by collaborating effectively with team members from different disciplines.
- Utilized critical thinking and attention to detail in optimizing level designs and gameplay experiences.
- Actively participated in feedback sessions and discussions to iterate and improve level designs and game mechanics.

C# PROGRAMMING COURSE – KOMVUX
February 2020 – May 2020 (4 months)

- Proficient in C# programming, acquired through a 4-month summer course focused on syntax, principles, and best practices.
- Skilled in organizing code for readability and maintainability, emphasizing modularization and adherence to standards.
- Strong problem-solving skills developed through hands-on tasks, employing systematic approaches to analyze and resolve issues efficiently.
- Gained understanding of programming principles, including object orientation, encapsulation, inheritance, and polymorphism, applied in creating software solutions.
- Competent in debugging techniques, using tools to identify and fix software defects, ensuring reliability and quality of applications.

INDUSTRIAL DESIGN, TECHNICAL PROGRAM – FYRISSKOLAN UPPSALA
August 2010 – June 2013 (3 years)