

Emil Petersson

Level Designer



Personal details



Emil Petersson



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Software Skills

Unity

Unreal Engine

Autodesk Maya

Languages

Swedish

English

References

References available upon request.

Profile

A Level Designer with over four years of experience working in midsize teams. I have a passion for creating fun and immersive spaces for the player to explore, and I'm always eager to learn to become even greater at my craft.

Employment

Level Designer

Apr 2021 - Nov 2024

Thunderful Development, Malmö

I have worked as a level designer on Steamworld Headhunter and an unannounced Steamworld project. My responsibilities for the projects have been:

- Level Design: Designing, building, and iterating on levels for the game.
- Scripting: Setting up combat encounters, puzzles, and other events in the levels. Scripted prototypes for enemies and bosses.
- Crossdisciplinary work: Working closely with tech on level tools, and with environment art taking the levels from blockout to fully arted.
- Game design: Worked on content design, including level features, enemies, and bosses.

Level Design Intern

Sep 2020 - Mar 2021

Thunderful Development, Malmö

As a part of my education at The Game Assembly, I did my internship at Thunderful Development working on the Steamworld Headhunter project.

Education

Level Design

Aug 2018 - Apr 2021

The Game Assembly, Malmö

Bachelor's degree, Computer Science

Aug 2015 - Jun 2018

Malmö University, Malmö

Workflow Skills

Level creation

Taking levels from paper designs to blockout in engine. Iterating on layouts, scripting, and working with artists to prepare the level for delivery.

Scripting

Scripting events, combat encounters, quests, and puzzles. Prototyped level items such as enemies, and worked with tech to define level-creation tools.

3D Modeling

Using modeling tools to create low poly meshes for the blockout state to convey the intent of the level.