



OLLE DRAKENBERG
Level Designer

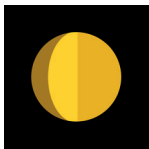
olle@drakenberg.se
+46 766 26 15 44

olledrakenberg.se

I'm a level designer generalist interested in the entire process of creating games. With three different formal educations and a huge interest for game development in general, my knowledge includes world building, 3d modeling, gameplay scripting, creating refined blockouts, tabletop designing and countless hours of working in teams.

Proficient in planning and modeling simplified environmental geometry layouts in Maya and Blender, placing game objects in Unity, Unreal, custom engines, and script level progression with blueprints or C#. Spent the past 3 years working in Unity, Unreal Engine for noth school and for my own game worked in more then 20 projects with teams, planning, creating tasks and meeting deadlines.

EXPERIENCE



Half Past Yellow, *Level Design internship, September 2022–April 2023*

At Half Past Yellow, I worked in Unity, using blockouting tools (such as probuilder) and 3D tools (such as Blender) to create level layouts and puzzles for there First Person Puzzler project.



Antler Interactive, *Level Design internship, 2019*

I got to put my level design skills into practice. Working close with artists and programmers creates an aligned vision by creating numerous levels.

EDUCATION



The Game Assembly, *Level Design, 2020–2022*

The Level Design education at TGA is based on three pillars: Technology, Design and Graphics. During my studies I have learned how to put flow in paths and create players stories, script lighter systems to make the track work properly and build the course to a conceptual level. This in close collaboration with others who make the more basic systems and graphical components.



FutureGames, *Game Design, 2017–2019*

I scripted and did level design. I have had courses covering the whole game development pipeline and have a good overview of what it takes to create games. I am early on in my game development career. Still, FutureGames gave me a great base of knowledge to build on. I'm curious and constantly finding new ways to improve.



Hyper Island, *Mobile Creative, 2015–2017*

Mobile Creative is a two-year program where I among other things, came up with innovations with high-impact usability. I was immersed in a creative and collaborative atmosphere that simulates modern work environments. During my time at Hyper Island, I learned to work in high performing teams and got insights from industry experts and talented professionals from around the world.

OTHER ACCOMPLISHMENTS AND LANGUAGES

Friskis&Svettis, *receptionist, 2013–2015*

Drivers licence

PADI – dive certificate

Swedish and English

I constantly have side projects going on ...