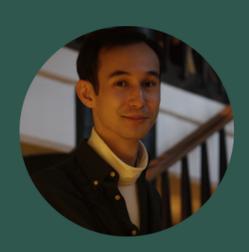
## **Level Designer**



### Contact

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LinkedIn

**Portfolio:** 

www.jonathanmartensson.com

## Software Skills

Unreal Engine 5 Unreal Engine 4 Unity Blender Perforce JIRA

## Languages

Swedish - Native English - Full Professional Thai - Basic

# Jonathan Mårtensson

## **Industry Experience**



## The Game Assembly

**Substitute Level Design Educator** 

July 2024 - Present

Responsible for teaching second-year level design students the subjects of visual scripting and advanced level design principles.



#### Coffee Stain Malmö

**Level Design Intern** 

February 2024 - April 2024

Worked with concepting and designing new level ideas for a mobile game project. I was also responsible for documenting gameplay features, as well as researching and documenting a level design pipeline for the project



#### The Bearded Ladies

**Level Design Intern** 

August 2023 - Feburay 2024

Tasks consisted of creating level blockouts, working interdisciplinary to help develop levels to a playable and presentable state.

References provided upon request.

## Education

## The Game Assembly

**Level Design** 

August 2021 - April 2024

Higher vocational education with specialization in level design.

## Luleå Technical University (Remote Courses)

#### **Computer Game Production**

January 2021 - June 2021

Learning the basics of video game production and the role of a game producer.

#### **Introduction to Computer Game Creation**

January 2021 - June 2021

An introduction course to Unity development.

#### **Game Design**

September 2020 - January 2021

Learned the basics of game design, as well as game research.

## University of Gävle (Remote Course)

**3D-Modeling and Animation in Open Source Environment** 

September 2020 - January 2021

Learned the basics of 3D modeling and animation in Blender.