

Level Designer



Contact

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Portfolio:

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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 - February 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.