

# Level Designer



## Contact

---

Regementsgatan 52 A  
217 48, Malmö  
Sweden

Jontem13@gmail.com

+4670 321 29 24

[LinkedIn](#)

Portfolio:

[www.jonathanmartensson.com](http://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 - 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.