

GUSTAF LÖFKVIST ANDERSSON

Level Designer

I am creative and flexible with a penchant for worldbuilding and I'm looking for a new challenge in the game industry. I love creating rich, vibrant and immersive worlds and use the multidisciplinary tools I've gathered over the years to make my dreams happen.

Contact

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076-8448696

Skills

- Unreal Engine
- Unity
- Hammer ++
- Blender
- Photopea
- Perforce
- Scrum & Agile workflow

Additional

Game Master - Dungeons and Dragons
2020-2021

Project management, coordination and conflict resolution

Scoutmaster - Bunkeflo Scoutkår
2012-2019

leader of a small troop and member of the administration.

Driver's license B

Education

Level Design

2022 - present, The Game Assembly

Program focusing on Level design and how to apply it in a work related setting.

Graphic Design and Media

2021, Malmö University

2 months course with the goal of teach the basics of graphic design how it affects media and marketing.

Comics and Visual storytelling

2016 - 2017, Malmö University

A Course focusing on comics as a visual media as well as setup, theory and critique surrounding the subject.

Bachelor's degree - Interaction Design

2013 - 2016, Malmö University

Bachelor program meant to give a wide base for UX-designers and researchers, such as agile development, wireframing and user studies.

Work Experience

QA Consultant

2022, Academic Work

Consultant work for Massive Entertainment, as a QA Game tester, which gave me an insight to the workings and day-to-day habits of a game company.

Documentor

2018 - 2021, Transtema FNC

Primarily as a consultant where I gathered and completed material for government fiber infrastructure consisting of interpreting data and mapping in internal programs.

References can be given upon request