

LUKAS AX

LEVEL DESIGNER

EDUCATION

LEVEL DESIGN *The Game Assembly Malmö | 2024 - Ongoing*

- Higher Vocational Education in Level Design, courses included:
- Advanced Level Design
- Visual Scripting
- Composition & Worldbuilding
- Multidisciplinary Game Projects

MEDIATECHNOLOGY

DESIGN: GAMES *Blekinge Tekniska Högskola Karlshamn | 2017 - 2020*

- Bachelor's in Mediatechnology Design: Games, courses included:
- Prototype Design
- Agile Project Management
- Game Design
- Programming C# in Unity
- Multidisciplinary Game Projects
- Media Projects

ENTREPRENEUR &

BUSINESS DEVELOPMENT *Linnéuniversitetet Ljungby | 2016*

- Standalone course included:
- Business Planning
- Project Presentation
- Budget & Structure

MULTIMEDIA PROGRAMME *LBS Gymnasiet Helsingborg | 2010 - 2013*

EXPERIENCE

Solo Game Development *Harbours Moon | Helsingborg 2022 - 2025*

- Designed & Developed 3D & 2D Games in Unity for Steam
- Prototyped Games in Unity
- Planned & Managed Sprints & Deadlines using Trello
- Programmed in C# for Unity

Store Staff & Salesperson *Arken Zoo | Helsingborg 2020 - 2024*

- Serviced Customers
- Recived and Ordered Deliverys
- Handled Basic Store Management

OTHER EMPLOYMENTS:

- Greenkeeper - Vasatorps GK
- Customer Service - Home Furnishing Nordic

CONTACT

lukasax.com

Helsingborg, Sweden

+46 733 55 36 66

axlukascontact@gmail.com

SKILLS

- Unreal Engine
- Visual Scripting
- Unity
- Perforce
- Blender
- Scrum
- Photoshop
- C#

LANGUAGE

Swedish - Native

English - Fluent

REFERENCES

Available upon request