

# 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
- 7 Multidisciplinary Game Projects
- Team Management

### 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

### 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

## ABOUT ME

Former competetive golfer who loves hikes in nature and camping weekends with fishing.

When I play games I tend to end up with a screenshot and a pen to deep dive in the Level Design.

## SKILLS

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

## LANGUAGE

Swedish - Native

English - Fluent

## REFERENCES

Available upon request