



Axel Ahlkvist

Level & Game Designer



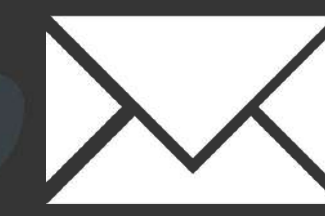
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ABOUT ME

I'm a designer with 5 years of game development experience that loves to weave storytelling and narrative into my designs. I've worked on many titles and I'm experienced in game, level, combat and narrative design. I aim to find the fun in every aspect of development.

EDUCATION

Higher vocational education - Game Design

The Game Assembly 2021 Aug - 2024 Jul

- Level & Game Design
- Game Development in teams
- Agile Workflows

Game Development Courses

Malmö University 2017 Aug - 2019 Mar

- Game Design
- Game Systems
- C# Programming

SOFTWARE



UE4/5



Unity



Figma



VS - C#



P4V & GIT



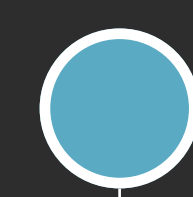
Blender

LANGUAGES

Swedish - Native

English - Fluent

EXPERIENCE

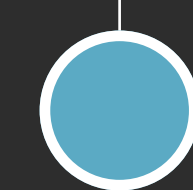


Level Designer - Pigs Will Fly Studios

2024 Okt -2026 Feb

Children of The Phoenix - A Sci-fi action shooter in third person.

- Owner of all levels, their design and layout, resulting in one major **vertical slice level** and many concepted and whiteboxed.
- Working with the narrative team to **enhance** the **story through level design**, delivering the first cutscenes and set pieces.
- Teaming up with the tech team to create **multiple designed encounters** mixing level design and gameplay seamlessly to create exciting and intense encounters.
- Designed and prototyped **weapons, stats, combat mechanics, lootables** and **puzzles**.
- Responsible for **maintaining documentation** and updates on game design documents.
- Acting **assistant producer**, on top of level designer, for the first half year of development.

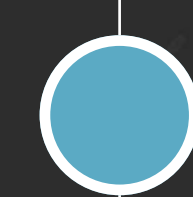


Technical Level Designer - Rouge Realms

2024 Apr -2024 Sep

ClickT - A first-person action rougelike.

- Creating the **Hub area** and concepting many rougelike levels.
- Creating and concepting **gameplay features** with UE5 blueprints resulting in a playable prototype with the intended vision.
- Responsible for setting up early **playtesting** and **game direction**.



Level Design Intern - Bird Island

2023 Aug -2024 Apr

The Current - A top down deck builder focused on narrative.

- Supporting creation of new Levels, their **design** and **layout**.
- **Playtesting** and **tweaking** of existing levels, **re-making areas** to fit new game direction resulting in two overhauled levels.
- Responsible for implementation and design of **side quest systems**, as well as fitting them into the narrative and overall game direction.
- Documenting new gameplay features and updating **design documentation**.



Level Designer UEFN - Lonely Lily Studios

2022 Jul -2023 Aug

Franky's Race - A Racing minigame in UEFN.

Franky X Beasts battle - A battle royale shooter arena in UEFN.

- Creating the **prototype** and levels for both game modes.
- **Concepting** of gameplay features and their **implementation** in the levels.

References provided upon request