



Axel Ahlkvist

Level & Game Designer



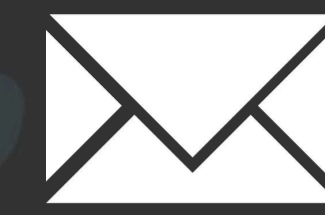
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ABOUT ME

I have a passion for great design and great games. My goal for every project I take on is to, through my designs, enhance all other aspects of the game. I always look to find the fun or interesting in all aspects of design.

EDUCATION

Bachelors in Level 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 UE5 Blueprints - Expert

English - Fluent C# - Moderate

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.
- Taking levels from **prototype to vertical slice** while working closely with the art team and concept.
- Working closely with narrative team to **enhance the story through level design**.
- Working closely with gameplay programmers to create **encounter designs** that fit the game well.
- Responsible for designing many **gameplay features**.
- 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.

- Responsible for Level Design of the **Hub area** and early **level concepts**.
- Creating and concepting **gameplay features** with UE5 blueprints.
- Responsible for early **playtesting** and **game direction** concepting.

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.
- Working on **gameplay features**, concepting and implementing **prototypes**.
- 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