

Axel Ahlkvist

Level & Game Designer



EXPERIENCE

Level Designer 2024 Okt -2026 Feb

at Pigs Will Fly Studios

- Working on a SCI-FI Action Shooter
- Level owner, blockouts, encounter design, narrative design and much more
- Team of 20+ people

Technical Level Designer 2024 Apr -2024 Sep

at Rogue Realm Studios

- Working on a roguelite FPS
- Team of 16 people

Level Design Internship 2023 Aug - 2024 Apr

at Birld Island / Portaplay

- Worked on two AA projects
- Team of 25 people

Level Designer UEFN 2022 Jul -2023 Aug

at Lonely Lily Studios

- Level Designer for two UEFN projects
- Team of 6 people

EDUCATION

The Game Assembly 2021 Aug - 2024 Jul

Education - Level Design

- Game Development & Agile Workflows
- Level & Game Design

Malmö University 2017 Aug - 2019 Mar

Education - Game Development

- Game Design & Systems
- C# Programming & 3D Modeling

Sundsgymnasiet 2013 Aug - 2016 Jul

Education - Economics

- Corporate economics & corporate law
- Marketing & Psychology

ABOUT ME

I've got a passion for great design and creating memorable experiences through level and game design. My goal with every project is to enhance the gameplay, story, art and cinematic feel of a game through level design in the best way possible that makes the experience fun and engaging for the player.

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SKILLS

Software & Management

- Unreal engine 4 & 5, blueprints, design tools, world and level management.
- Unity game engine, C# coding, design tools
- Scrum Agile, sprints, ticketing, work management
- Blender, modeling, texturing and sculpting
- Figma, Krita
- Perforce, SVN, FORK
- Visual Studios C#

Languages

- Swedish - Native
- English - Fluent

Soft Skills

- Teamwork & cross-disciplinary communication
- Kill-your-darlings mentality
- Production planning
- Extensive knowledge regarding hardware
- Administrative management