

# Axel Ahlkvist

## Level Designer

I'm a passionate level designer with a focus on narrative and gameplay focused design. I have a broad skillset with different engines and tools and I have a good understanding of teamwork and agile development.



### EXPERIENCE

#### Level Design Internship 2023-2024

at Bird Island / Portaplay

- Level Design Intern
- Worked on two AA projects
- Pre-Production - Vertical Slice

#### Level Design Freelancer UEFN 2022-2023

at Lonely Lily Studios

- Level Designer for two UEFN projects
- Racetrack map
- 20-Man Battle Royale map

#### Kjell & Co (Retail) 2016-2017

- Salesperson
- Warehouse worker
- Customer service

### EDUCATION

#### The Game Assembly 2021 - 2024

Education - Level Design

- Game Development & Agile Workflows
- Level & Game Design

#### Malmö University 2017 - 2019

Education - Game Development

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

#### Sundsgymnasiet 2013 - 2016

Education - Economics

- Corporate economics & corporate law
- Marketing & Psychology

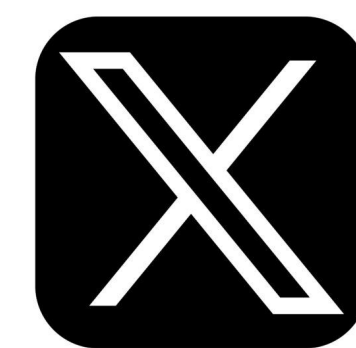
### CONTACT

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### SKILLS

#### Software

- Unreal engine 4 & 5
- Unity game engine
- Tiled, LDTK
- Blender
- Figma, Krita
- Perforce, SVN, FORK
- Visual Studios C#
- Excel

#### Languages

- Swedish - Native
- English - Fluent
- French - Basic

#### Soft Skills

- Teamwork & cross-disciplinary communication
- Task ticketing & sprint planning
- Scrum & Agile workflows
- Extensive knowledge regarding hardware
- Administrative management