



ANTON JOHANSSON

LEVELDESIGNER

ABOUT ME

A worker in construction and acoustics that decided to turn my passion and interest to my future work place, game developer (Level designer).

A passionate creative minded with a drive to create. Eager to learn new stuff and challenge my self to become better.

Currently looking for an job as Level Designer or Game designer

SKILLS

UNREAL ENGINE

UNITY

BLENDER

PERFORCE

SCRUM

CONTACT

Phone: +46 735 14 30 46
anton.pj@hotmail.se
Norra Skolgatan 13, 211 52 Malmö,
Sweden

EXPERIENCE

Acoustics consultant

Brekke Strand Akusitk AB, 2021-2022

- Project management and planning
- Took measurements and made floor plans in cad
- Acoustic calculations and reports

Construction worker

Compo Systems Sweden Ab Fliseryd, 2019-2021

- Constructed sandwich modules to railways, apartments, etc.

Level Designer

Invisible Walls, 2024 Sept - 2025 April

- Level designer / Level Art
- Participate in game design discussions

EDUCATION

The Game Assembly

LEVELDESIGNER, 2023 - 2025

- Degree in level design
- Courses in scripting, composition, graphics, game design, worldbuilding and technical design.
- Multiple cross-disciplinary game projects with other students.

Linköpingsuniversitet

**CONSTRUCTION ENGINEER, 2014 - 2016
(Incomplete)**

- Mixed courses in construction, planning, economics, visualtions and techincal drawing.

Örebro universitet, Grythyttan

Courses:

Beverage knowlege I, 2013 (7,5 hp)

**Beverage knowlege, culinary arts and
hospitality science, 2022 (7.5 hp)**

INTREREST

Playing video games and have experience as beeing a dungeon master in Dnd.

Have a big intresest in food and beverage. Cooking food and explore new culinaries and beverages.