



Jonathan Mårtensson

UX Student & Level Designer

Portfolio:

www.jonathanmartensson.com

About me

I'm a thoughtful and calm, but highly driven designer who lives and breathes creative problem solving.

I'm always up for a good design discussion!

Hard Skills

- Unreal Engine 5
- Visual Scripting
- Unity
- Blender
- Perforce
- JIRA

Languages

- Swedish - Native
- English - Full Professional
- Thai - Basic

Hobbies

- Hiking
- Historical reenactment
- Having fika at cozy cafés in the countryside

Work Experience

The Game Assembly

Substitute Level Design Educator | July 2024 - June 2025

Responsible for teaching and feedbacking second-year level design students on the subjects of visual scripting, advanced level design principles, as well as the creation of a level design portfolio.

Coffee Stain Malmö

Level Design Intern | February 2024 - April 2024

Worked with concepting and designing new level ideas for a mobile game project. I was also responsible for documenting gameplay features, as well as researching and documenting a level design pipeline for the project

The Bearded Ladies

Level Design Intern | August 2023 - February 2024

Tasks consisted of creating level blockouts, working interdisciplinary to help develop levels to a playable and presentable state.

References provided upon request!

Education

University of Skövde

User Experience Design | September 2025 - Present

The Game Assembly

Level Design | August 2021 - April 2024

Higher vocational education specializing in level design.

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