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 mentouring the LD students, regularily providing feedback on their work. Held courses 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 - Feburay 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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