

Level Designer



Contact

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Portfolio:

www.jonathanmartensson.com

Skills

Unreal Engine 5

Unreal Engine 4

Unity

Blender

Perforce

JIRA

Languages

Swedish - Native

English - Full Professional

Thai - Basic

Jonathan Mårtensson

Work Experience

The Bearded Ladies

Level Design Intern

August 2023 - Present

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

Moxie Jam 2022 & 2023

Worker/Helper

March 2022 & March 2023

Worked with Game Habitat to help arrange two game jam events for women, trans people, and non-binary people.

Education

The Game Assembly

Level Design

August 2021 - April 2024

Higher Vocational Education

Luleå Tekniska Universitet (Remote Courses)

Computer Game Production

January 2021 - June 2021

Learning the basics of video game production and the role of a game producer.

Introduction to Computer Game Creation

January 2021 - June 2021

An introduction course to Unity development.

Game Design

September 2020 - January 2021

Learned the basics of game design, as well as game research.

Högskolan i Gävle (Remote Course)

3D-Modeling and Animation in Open Source Environment

September 2020 - January 2021

Learned the basics of 3D modeling and animation in Blender.

Polhemskolan

Technology Programme, IT and Media

August 2017 - June 2020

Upper Secondary School