



DENNIS LUNDIN

LEVEL DESIGNER

CONTACT

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 Portfolio: dennislundin.nu

ABOUT ME

I am a structured and dedicated Level Designer, With a passion for world building and creating unique experiences

SKILLS

- Unreal Engine
- Unity
- Maya and other 3D-modeling tools
- Visual Studios
- Photoshop
- Revision Control, Perforce, Git
- Swedish - native
- English - full professional
- Japanese - limited working
- Spanish - working professional

WORK EXPERIENCE

Box Dragon

SEPTEMBER 2022 - APRIL 2023

- 7 month Level Design Internship
- Worked as the only level designer in a team of 16 people
- Agile method of working
- Worked with and gave feedback for other disciplines

Dressmann

MAY 2017 - CURRENT

- Started out as a seller
- Promoted to assistant store manager for the 4th biggest Dressmann store in Sweden after one year in the company
- Reported hours and managed work schedules for the employees
- Worked new openings in other stores

EDUCATION

Level Design | The Game Assembly

AUGUST 2020 - APRIL 2023

- 8 Game Projects
- Specialized in Level Art and Level Design
- Visual Scripting
- Working in different game engines
- Agile work method

Japanese | Kudan Institute of Japanese & Culture

APRIL 2014 - APRIL 2015

- Kanji courses
- Common Japanese and Japanese grammar