



DENNIS LUNDIN

LEVEL DESIGNER / LEVEL ARTIST

CONTACT

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ABOUT ME

I am a structured and dedicated Level Designer, studying at The Game Assembly, with main focus on Level Artistry and Level Design.

Currently looking for a 30 week internship within Level Design or Level Art. With start fall 2022 or earlier. I'm relocatable so i can work anywhere in the world.

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

EDUCATION

Level Design | The Game Assembly

AUGUST 2020 - CURRENT

- 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

WORK EXPERIENCE

Dressmann

AUGUST 2017 - CURRENT

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

McDonald's

MAY 2012 - OKTOBER 2017

- Started out as a chef
- Promoted to shift leader
- Made day-to-day plans for the restaurant
- Learned how to work in stressfull environments