



# FREDRIK SJÖ

## LEVEL DESIGNER

### CONTACT

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+46 736 260 897

#### References:

**Level Design Proficiency**  
Tommy Norberg  
Lead Level Designer, TGA  
tommynorberg76@gmail.com

#### Game Dev Team member

Johan Anderdahl  
Programmer, Massive Entertainment  
johan.anderdahl@gmail.com

#### Work Experience

Richard Stenelo  
International Director Lund Univ.  
richard.stenelo@er.lu.se

Additional references available on request.

### SKILLS

#### Unreal Engine

"Certified UE4 instructor"

#### Visual Scripting

"Scripted for several years  
Most adept in UE Blueprints"

#### Unity Engine

"Work with Unity on a daily basis"

#### Agile development

"I'm very adept using the method"

#### Adobe Photoshop

"I use it often but could improve"

#### Autodesk Maya

"Enough to make prototypes"

#### Textbased scripting (LUA, C#, Java)

"Comfortable but could improve"

### LANGUAGES

Swedish - Native speaker  
English - Used professionally for more then 10 years  
Icelandic - Fluent

### EDUCATION

**The Game Assembly** Higher Vocational Education in Level Design 2016 - 2019

**Lund University** Master of Social Science (MSSc, BSSc) 2004 - 2006  
*Specializing in : International Politics and Negotiation Theory*

**Háskoli Íslands** Center of Small State Studies 2005  
*Scholarship awarded studies in International Politics*

**Borås University** Courses 150 ECTS 2002-2004  
*Studied design, engineering and textile technology*

### WORK EXPERIENCE

#### The Game Assembly, Level Design Educator 2018 - Current

Full time. Guiding design students in the various aspects of level design. In charge of visual scripting, level design and game projects. Tutoring mainly in forms of personal feedback sessions and workshops.

#### Lund University, International Coordinator 2008 - 2016

Full time. Responsible for international cooperations and database development at External Relations Office. Worked as team leader for two years. Developed the international crisis management response organisation.

#### Henson Ltd, Graphical Designer 2006 - 2007

Full time. Responsible for graphical process in production of garments. Worked primarily in the Adobe Suite. Bilingual communication with customers in English and Icelandic.

#### Ludesi AB, Lund Computer Analyst 2005-2006

Part time. Quantitative analysis of graphical bio-samples in a in-house developed CAD tool.

#### Lund University, IT Support 2001 - 2006

Part time. Internal computer support to students of various backgrounds and knowledge levels. Represented the university at education fairs.

#### Swedish Defence Force, Explosive Ordinance Disposal Specialist 1999

Full time. Worked in the international branch SWEDINT. Education focused on IED and humanitarian mine-sweeping aimed towards missions to Balkans.

### OTHER MERITS

#### Unreal Authorized Instructor Program 2020

Passed the qualifications and tests required by Epic Games for entry in the UAI program.

#### Swedish Game Awards - Winner: Best Technical Execution 2018

2 of my games were nominated in the category. The game RoboReboot won.

#### Safety representative on workplace

Elected safety representative at division level at Lund University

#### National championship Jui-Jutsu 2000

Competed in Swedish National Championships and won bronze medal.