

Curriculum Vitae / Resumé

Experience

2017 - present	Illusion Labs AB	Level Designer
2015 - 2016	Lionbite Games	Level- & Game Designer
2014 - 2015	Nordic Game Conference	Volunteer
2011 - 2013	Tores Byggtjänst Backaryd AB	Carpenter
2010	Blast Door Interactive	Artist Intern for 2 months

Education

2013 - 2016	The Game Assembly	Level Design (Advanced Diploma in Higher Vocational Education)
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Technical Skills

Level Design	Top-Downs, Planning, White-Boxing, Scripting, Gameplay, Iteration, Lighting, Level Animation, Polish, Detailing, AI Encounters, Environment Design, Balancing, Flow, Pacing, Low Poly Meshes, Leadership, Collaboration, Storytelling, Terrain Editing, QA.
Game Design	Designing Core Mechanics, Features and Gameplay AI. Writing, Iterating, Maintaining Technical Design Documents and Mock-Ups. Structuring Play-Test Sessions, Prototyping and Documenting Decisions.
Editors	Unity 4/Unity 5, UnrealEd 3/UE4, Hammer, Tiled, Adventure Game Studio.
Applications	Maya, Photoshop, Google Suite, Microsoft Office Suite, XCode, Notepad++, MonoDevelop, JIRA/Confluence, Trello, GitHub SourceTree, Tortoise SVN, Audacity.
Scripting	Blueprints Visual Scripting (UE4), Hammer, XML, C#, LUA.

Professional Projects

Illusion Labs AB	Level Designer
Mr. Crab 2 (Summer Update)	Mobile IOS
Bacon Escape (Halloween Update)	Mobile IOS & Android
Touchgrind BMX 2	Mobile IOS & Android
Bacon Escape 2: Spaced Out!	Mobile IOS
Lionbite Games	Level- & Game Designer
Rain of Reflections	PC
Aug 2015 - Dec 2016	

Language

Swedish	Native language
English	Full professional proficiency

Jesper Hellberg

Malmö, Sweden - 4 Oct 2018

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Other Merits

Class B Driver's License

See my recommendations at my Linked In page: <https://se.linkedin.com/in/hellbergjesper>

References can be given upon request.