



NIKLAS OLSSON

LEVEL DESIGNER

CONTACT

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SKILLS

Level Design
World Design
Narrative
Visual Scripting
Agile: Scrum

SOFTWARE

Unreal Engine
CryEngine
Unity
Autodesk: Maya
Adobe: Photoshop
Tortoise SVN
Perforce

LANGUAGES

Swedish (native language)
English – fluent in text and speech
German – Basic understanding

EDUCATION

September 2019 - Ongoing

Level Design / The Game Assembly, Malmö

Advanced diploma in Higher Vocational Education in Level Design.

August 2014 – June 2015

Misc. Courses in history and religion / Lund University

History A+B (60 p), History of religions (30 p)

August 2005 – June 2008

Arts programme: Music / Thörnströmska Gymnasiet, Karlskrona

WORK EXPERIENCE

September 2021 – Ongoing

Level Designer Intern / Cloud Imperium Games, Wilmslow, UK

Level design intern at Cloud Imperium Games (Squadron 42)

October 2018 – July 2019

Admin. & Stage manager / Palladium (Musik I syd), Malmö

Scheduling staff, communicating with clients and responsible for handling concerts and events at the venue.

June 2008 – September 2018

Different jobs in logistics / Various

- Terminal Worker at DB Schenker, Malmö (2011 – 2018)
- Terminal Worker at Havi Logistics, Oslo (Jan 2010 – Jul 2010)
- Longshoreman at Stuveriet, Karlskrona (2008 – 2013)
- Mover/Remover at Acta Flytt, Karlskrona (2008 – 2012)
- Consultant at ABB HVC, Karlskrona (June 2008 – May 2009)

OTHER

2016

Volunteer / Pixel Film Festival, Ystad

1-day festival. Helped participants and visitors with information and the crew as a stagehand.

2008 - 2010

Volunteer board-member / Ungdomens Hus, Karlskrona

Board member at Porslinan, offering teenagers a sober environment and arranging concerts/events as an alternative to drinking. Participated as volunteer staff during various arrangements.