VILGOT LARSSON

LEVEL DESIGNER

DETAILS

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📍 Alphyddevägen 16, Nacka, Sweden.

PROFICIENCIES

- Unreal Engine
- Unity
- Maya
- Substance Painter
- Adobe Illustrator
- Perforce
- Github
- Drivers license
- Languages: Swedish & English

PERSONAL PROFILE

I'm a student at The Game Assembly who specializes in Level Design and Visual Scripting. I have a background as a 3D artist and I´m looking for a 30 week internship starting fall 2022 or earlier. I am a social, structured and curious person who likes to be challenged and learn new things.

EDUCATION

The Game Assembly, Stockholm, Sweden.

Level Design | 2020-CURRENT

- Working agile with scrum.
- Produced eight game projects.
- Visual scripting and prototyping in Unreal Engine.
- Worked in several different game engines.
- Project coordinator for two game projects.

Södertörn University, Stockholm, Sweden.

Game Development | Graphics | 2018-2020

- Board member of Söders Pub 2019-2020
- Member of LVL game Association
- 3D Modelling in Maya
- Texturing in Substance Painter
- Produced seven game projects in Unity.
- Working agile with scrum.

EMPLOYMENT HISTORY

Property maintenance

Fastighetssnabben - Seasonal work | 2016-2019

- Outer maintenance of several buildings
- Drove and serviced both light and heavy machinery
- Supervisor for other seasonal workers

Customer support first-line

H1 | 2014 – 2015

- Worked in a high stress environment
- Guiding and problemsolving issues
- Customer service focused

HOBBIES

- Computers & Networks
- Video Games
- Dungeons & Dragons
- Cooking
- Illustrator art
- Manga