



Simon Isacsson Andersen

LEVEL DESIGNER

CONTACT

Telephone:
+46 76 133 7440

Email:
simonisacsson.a@gmail.com

Portfolio:
<https://simon-ia.com/>

Current residence:
Malmö, Sweden

SKILLS

Languages:
Swedish - Native
English - Fluent

Software:



REFERENCES

Available upon request

Studying Level Design at The Game Assembly, looking for an internship from:
September 2020 - April 2021

I believe the strength of a good Level Designer lies not only in a mix between gameplay, space planning and composition, but most importantly the ability to communicate and work as a team. I strive in creative environments and am always on pursuit to improve

EDUCATION

Higher Vocational Education

LEVEL DESIGN @ THE GAME ASSEMBLY MALMÖ

August 2018 - Present

Advanced diploma in Higher Vocational Education in Level Design for video games.

I developed important skills in working with Scrum, Teamwork, Sprint reviews and deadlines.

See portfolio for details of games and documentation.

Upper Secondary Education

GAME DEVELOPMENT @ LBS HALMSTAD

August 2014 - June 2017

Technical Program of Upper Secondary Education. It laid out the ground work of how to develop video games. I worked in Unity and programmed a handful of games from different genres.

WORK EXPERIENCE

CASHIER AND WORKER @ GEKÅS ULLARED

June 2016 - July 2017

I did regular work at one of Sweden's largest shopping destinations for almost a year.

Work would consist of packaging in the back or putting out items in the front. After 5 months

I switched to working fulltime as a cashier. My greatest achievement from this job was learning to work with lots and lots of people.

OTHER

ORGANIZER @ NÄRCON LINKÖPING

2016, 2017

Several months of planning, employing, budget supervising etc. for the biggest cosplay and gaming festival in the Nordics. I was bi-annually the organizer specifically for the video game department of the event.

VOLUNTEER @ NORDIC GAME CONFERENCE MALMÖ

2019

3 Days of work with stage management and customer service.