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# Anton Karlsson

## Level Designer - CV

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[www.anton-karlsson.com](http://www.anton-karlsson.com)  
[LinkedIn](#)

### SKILLS

Source Engine - Hammer	<i>Very high proficiency.</i>
Unreal Engine 4	<i>High proficiency.</i>
Visual Scripting (Unreal Engine 4)	<i>High proficiency.</i>
Unity 3D (including C#)	<i>High proficiency.</i>
Autodesk Maya	<i>High proficiency.</i>
Adobe Photoshop	<i>High proficiency.</i>
C# Language	<i>Good proficiency.</i>
SCRUM	<i>Good proficiency.</i>
GameMaker: Studio	<i>Good proficiency.</i>
XML Language	<i>Good proficiency.</i>
LUA Language	<i>Good proficiency.</i>

### EMPLOYMENT

#### **Brain+, Copenhagen** - *Level Designer, Game Designer*

SEP 2016 - APR 2017

#### **Anemon Personlig Assistans, Lund** - *Personal Assistant*

JAN 2010 - DEC 2012

#### **Frösunda Assistans, Malmö** - *Personal Assistant*

JAN 2012 - PRESENT

#### **Mekonomen, Malmö** - *Car Mechanic*

APR 2014 - JUL 2014

### EDUCATION

#### **The Game Assembly, Malmö** - *Level Design*

SEP 2015 - APR 2017

#### **Ljud & Bild Skolan, Lund** - *Game Development*

AUG 2010 - JUN 2013

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## EXTRACURRICULAR ACTIVITIES

**Nordic Game Conference - Volunteer**

MAY 2015

MAY 2016

## PORTFOLIO

[www.anton-karlsson.com](http://www.anton-karlsson.com)

## LANGUAGE

Swedish

*Native Language.*

English

*Very high proficiency.*

References available upon request.