
Anton Karlsson

Level Designer - CV

Kronetorpsgatan 60B
212 26, Malmö
+46 (0) 767-16 84 40
an.kn94@gmail.com
www.anton-karlsson.com
[LinkedIn](#)

SKILLS

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

EMPLOYMENT

Illusion Labs, Malmö - *Level Designer, Specific Project Employment*

APR 2019 - OCT 2019

SJ AB, Malmö - *Comfort Operator*

AUG 2017 - APR 2019

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

SEP 2016 - APR 2017

Albatross Personlig Assistans, Lund - *Personal Assistant*

JAN 2016 - PRESENT

EDUCATION

The Game Assembly, Malmö - *Level Design*

SEP 2014 - APR 2017

Ljud & Bild Skolan, Lund - *Game Development*

AUG 2010 - JUN 2013

PORTFOLIO

www.anton-karlsson.com

EXTRACURRICULAR ACTIVITIES

Nordic Game Conference - *Volunteer*

MAY 2015

MAY 2016

LANGUAGE

Swedish

English

Native language.

Very high proficiency.

References available upon request.

