

# Lucas Olsson

## LEVEL DESIGN STUDENT

### EDUCATION

#### Forsbergs Skola


2021-2023  
Game Design  
400 YHP


#### Södertörns University

2016-2019  
Business Studies A,B,C (90 hp)  
Entrepreneurship: Theory & Practice (90 hp)



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### DESIGN SKILLS

Game Design  
Level Design  
UX Design  
Documentation  
Scrum  
Project Management  
Teambuilding/Teamwork

### OTHER SKILLS

Social Skills / Communication  
Entrepreneurship  
Public Speaking  
Simpler Accounting

### LANGUAGES

Swedish (native)  
English (fluent)

### PROFICIENCIES



#### Unity Engine

- Prototyping/ProBuilder
- Level Design/Terrain Tool
- C# Scripting



#### Figma

- UX Design
- UX Prototyping



#### Unreal Engine 5

- Prototyping
- Blueprint Visual Scripting



### SELECTED PROJECTS

#### "Little Light"

3D ARPG - 6 weeks group project

##### Responsibilities

Level Design  
Game Design Documentation  
Scrum Master

#### "Down With The Degalons"

Action Adventure - 9 weeks group project

##### Responsibilities

Lead Design  
Level Design  
Worldbuilding  
Puzzle Design

### OTHER WORK EXPERIENCE

#### "We Know IT"

Project Manager - sept 2022-

##### Responsibilities

Project Management  
Scrum Master

#### "Drivhuset Stockholm"

Business Developer and Lecturer - 2019-2021

##### Responsibilities

1-on-1 business meetings with startups  
Lectures in entrepreneurship  
Project management

#### "Spelkojan"

Business Owner - 2017-2019

##### Responsibilities

Factotum as sole trader