



Vanessa Grundström

LEVEL/GAME DESIGNER

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PROFILE

I am an extroverted, adaptable and dependable individual who performs effectively in both team and solo work settings. I am a positive spirit that is quick to laughter yet recognizes the importance of maintaining a professional attitude in the workplace.

SKILLS

Unreal Engine 4/5
Blender
P4V (Perforce)
Unity
Scrum
Jira

LANGUAGE

Swedish (Mothertongue)
English (Mothertongue)

INTERESTS

Video Games
Dancing
Hiking/Camping
Music
Role playing games

WORK EXPERIENCE

April 2024 - Currently

FREELANCE LEVEL/GAME DESIGNER

Self employed

I'm currently self employed taking contracts within level and game design under my company name *Shallowstream Interactive*. My work is mostly focused, but not limited to quest design, puzzle design and gameplay areas. With my strenghts lying within narratively driven projects.

LEVEL DESIGNER

Aug 2023 - April 2024
Oct 2025 - Dec 2025

Climax Studios

I worked as a level designer at Climax Studios on a AAA-project for a game named Exodus by Archetype Entertainment. My responsibilities included designing puzzles, designing gameplay areas, prototyping gameplay objects and documantation. I've also worked with encounter design and boss design.

EDUCATION HISTORY

Higher Vocational Education

Aug 2021 - April 2024

The Game Assembly

I'm a level design graduate from The Game Assembly in Malmö, Sweden. I've studied game development with a level design specialization. My coursework includes individual and group projects that center on level design.

Upper Secondary school

Aug 2016 - June 2019

Nya Malmö Latinskola

Studied graphic design. Learning how to use editing software at a basic level and how to take instructions from a "client" and providing a design based on their order.

Further education college

Aug 2015 - June 2016

Manchester College

I participated in an exchange program and had the opportunity to select multiple subjects for my studies. I chose to focus on English, English literature, Psychology, and Creative Writing during my time in the program.

OTHER EXPERIENCES

- Video game journalist for Nördliv (Current volunteer)
- Volunteer at Nordic Games Conference (Event)
- Event coordinator at Cool Minds (Hourly work)
- Sales 1 and Sales 2/Conviction (Courses)
- Leadership courses with focus on leading and instructing children (Courses)