



WORK EXPERIENCE

LEVEL DESIGN

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 documentation. I've also worked with some encounter design for a major boss encounter.

CUSTOMER SERVICE

Oct 2020 - Mar 2021

Elgiganten customer care centre

As a customer service representative for Elgiganten, I provided assistance to customers via phone, email, and chat. I would handle a range of issues related to Elgigantens products and work to ensure each customer's needs were met.

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)
- Event coordinator at Cool Minds (Hourly work)
- Recruiter for charity at Pepper minds (Hourly work)
- Swimming instructor for kids and adults (Hourly work)
- Volunteer at Nordic Games Conference (Event)
- Sales 1 and Sales 2/Conviction (Courses)
- Leadership courses with focus on leading and instructing children (Courses)

Vanessa Grundström

LEVEL 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 (Mother tongue)
English (Mother tongue)

INTERESTS

Video Games
Dancing
Hiking/Camping
Music
Role playing games