

LINUS ANDERSSON

Technical level designer



About Me

A designer at heart who strives for a pleasant workspace for anyone involved.

At TGA I've learned how to manage many projects and responsibilities at the same time

Education

The Game Assembly - Stockholm

Level design

2022 - Ongoing

Supplementary courses - Malmö

Game Design, Project Management, Storytelling, Entrepreneurship & Solidworks 3D CAD

2020 - 2022

LBS - Lund

Game design & C# programming

2017 - 2020

Experience

Carpenter

Staffanstorp - Sweden

2021-2021

Cashier

Staffanstorp - Sweden

2023-2023

Skills

- Visual scripting
- Basic C#
- Modeling
- Level & Game Design
- Management Skills
- Problem Solving

Software

- Unreal Engine
- Unity
- Blender
- Visual Studio

Language

- Swedish - Native
- English - Fluent

Contact
Information



[Portfolio](#)



Linus@nr2.se



+46 72 88 98 303



Stockholm - Kista