



VILHELM SÖDERLUND

LEVEL DESIGNER

ABOUT ME

I'm a passionate level designer and game development educator with a background in cognitive science- and psychology.

I have always been fascinated with the design of enjoyable play spaces and thoroughly enjoy the cooperative and creative nature of game development. My goal is to refine my craft to have an impact on future game worlds many will come to know and love, all through the lens of cognitive psychology.

EXPERIENCE

- Aug 2024 →
Educator
Fryshuset · Stockholm, SWE
Educator role in the fields of game design and development, 3D modeling and digital creation, where I primarily mentor and teach students with neurodevelopmental disorders.
- Apr 2024 → Jul 2024
Course Lead
Misa AB · Stockholm, SWE
In this role, I designed both basic and advanced course structures, held lectures and provided guidance for students who were learning Unreal Engine 5. Key skills practiced in this role were leadership, public speaking and documentation.
- Sep 2023 → Apr 2024
Level Designer
The Gang · Stockholm, SWE · Internship
My time at The Gang has provided me with experience developing and shipping 4 engaging live titles as a level designer on the Roblox- and UEFN platforms. Communicating and problem solving issues related to the craft in tight-knit teams have become valuable skills in my career.

EDUCATION

- Aug 2021 - Apr 2024
Level Designer
The Game Assembly · Higher Vocational Education Diploma · Stockholm, SWE
Creation of 8 games together with teams through agile methodology combined with thorough practice of skills within the field of game- and level design has been valuable. Notable skills are Unreal Engine 5, Blueprint and 3D modeling.
- Sep 2016 - Jun 2019
University of Gothenburg
Cognitive Science · Bachelor's Degree · Gothenburg, SWE
Three year bachelors degree where I acquired valuable insights into cognitive psychology, scientific methodology, AI and UX. One of my major achievements in this education were my performance of an eye-tracking experiment involving a video game for my bachelor's thesis.

LANGUAGES

SWEDISH

Native

ENGLISH

Proficient

SKILLS

UNREAL ENGINE

Expert

VISUAL SCRIPTING

Proficient

3D MODELING

Proficient

UNITY

Proficient

GAME DESIGN

Proficient

PERFORCE

Adept

SCRUM

Adept

PROGRAMMING

Adept

CONTACT

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