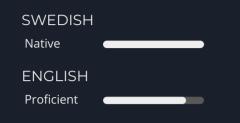


LANGUAGES



SKILLS



CONTACT

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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 \rightarrow

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 \rightarrow 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.