TECHNICAL LEVEL DESIGNER

JEFF JONAS PERSSON

WORK EXPERIENCE

● **Sep 2024 - Apr 2025**

SHARKMOB | Malmö, Sweden

LEVEL DESIGN INTERN

Worked Exoborne as a part of the technical level design team, worked on scripting events and combat encounters

● **May 2019 - Nov 2023**

FÖRSVARSMAKTEN | Revinge, Sweden

SIGNALMAN / STAFF ASSISTANT

Responsible for communications on the company level within the National defence forces.

● **Sep 2020 - Jan 2021**

MALMÖ UNIVERSITY | Malmö, Sweden

GAME DEV TEACHING ASSISTANT

Assisting with teaching and helping students during Object oriented game development course.

EDUCATION

● **Aug 2022 - Apr 2025**

THE GAME ASSEMBLY | Malmö, Sweden

LEVEL DESIGN STUDENT

Higher vocational education specialising in Technical Level Design
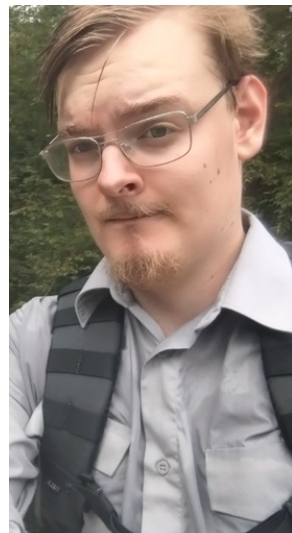
● **Aug 2019 - Jun 2022**

MALMÖ UNIVERSITY | Malmö, Sweden

GAME DEVELOPMENT BACHELOR

Bachelor's Degree in computer science, specialising in Procedrual content generation and game AI.

ABOUT ME

Level Designer with additional Bachelor's in computer science specializing in game AI & procedural content. With a background in the Swedish armed forces.

CONTACT

JeffJonasPersson@outlook.com

+46708797749

JeffPersson.se

SKILLS

- **Programming Knowledge**
  - C#
  - C++
  - Java
- **3D Modelling**
  - MAYA
  - Blender
- **Game Engines**
  - Unreal Engine
  - Unity
- **Merits & Skills**
  - Agile development
  - Leadership
  - Brewer
  - Jeff

LANGUAGE

Swedish - Native
English - Fluent