



Lars Karlsson

Malmö - 11 Mars 2020

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Work Experience

2019-2020	Level Designer - Massive Entertainment https://www.massive.se/	Shipped title 'Warlords of New York'. Worked mainly on the Pathway Park main mission
2018-2019	Junior Level Designer - Massive Entertainment https://www.massive.se/	Shipped title 'The Division 2'. Worked mainly on Tidal Basin, Potomac Event Center and Pathway Park main missions
2017-2018	Junior Level Designer (Intern) - Massive Entertainment https://www.massive.se/	Worked mainly on Tidal Basin and Potomac Event Center main missions
2007-2014	Team Sportia, Motala	Warehouse Worker, Salesman, Cashier, Responsible for sales and logistics.

EDUCATION

2015-2017	The Game Assembly thegameassembly.com/	Advanced Diploma in Higher Vocational Education in Level Design
2014-2015	Linköpings Universitet liu.se	Foundation year in Technical Engineering
2014	Digitally Motala modig.academy/modig/	Education in Web Communication
2005-2008	Carlsunds Education Centre	Technology Program - IT

SKILLS

Snowdrop Engine	<i>I handle this program effortlessly.</i>
Unity	<i>I am comfortable using the program.</i>
C# for Unity	<i>I am comfortable using the language</i>
Unreal Engine 4	<i>I handle this program well.</i>
Photoshop	<i>I handle this program well.</i>
Maya	<i>I know the basics.</i>
C++	<i>I have some knowledge.</i>

EXPERIENCE

2014	Wurm Online	<i>Internship as Web Communicator</i>
2007	Drivers License	

LANGUAGE

Swedish Native language
English Full professional proficiency