

GUSTAF BJÖRCK

GAME/LEVEL DESIGNER

ABOUT ME

I am a driven individual who enjoys working collaboratively and continuously honing my design skills. My goal is to create unique levels that align with the project's vision and workflow. I firmly believe that a positive work environment is essential for creating great games, and I'm committed to fostering that kind of atmosphere.

EDUCATION

The Game Assembly, Stockholm: Level Design
2023 - 2025

University of Skövde: Bachelor of Arts Degree in Media, Aesthetics & Storytelling focused on Video Game Development
2019 - 2022

Jensen education: Electrician Vocational Education
2017 - 2019

EXPERIENCE

Sequel Games

One Mobile Game in 4 months.

Project: physics/destruction puzzle mobile game.

Assignments: Level & Game Design, Documentation, Player Retention, Mechanics Conception, Project Coordination & Cooperation.

The Game Assembly

Eight Group Projects in two years.

Projects: One endless runner, one mobile puzzle, one 2D platformer, two Diablolikes, one first person horde shooter, one sandbox couch co-op & one group planning/documentation project.

Assignments: Level, Game, Narrative, Sound & World Design, Visual Scripting, Project Coordination & Cooperation.

University of Skövde

Two Group Projects in three years.

Projects: One top down horror puzzle game & One First person Puzzle game.

Assignments: Sound & Game Design, Project Coordination & Cooperation.

Game Jams

Two Group Game Jams in three days each.

Projects: One top down RTS game & one 2D puzzle platformer.

Assignments: Sound & Level Design, Project Coordination & Cooperation.

VOLUNTEER WORK

Nordic Game Conference 2024

- Helped on stage for industry talks.
- Organized meetings between indie developers and investors.

Aurora Punks 2025

Networking event at Aurora Punks office.

- Helped execute the event with staff from Aurora Punks.

AWARDS

The Game Assembly

Soulmates (Cozy top down mobile puzzle)

Won Google Play's School Game of the Year 2024 & The Game Assembly's Game of the Year 2024.

University of Skövde

Elevator Exit (Cozy first person narrative escape room)

Nominated for best Game Design & Story at The Swedish Game Awards 2021.



CONTACT

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COMPETENCIES

Software

Unreal Engine
Unity
Blender

Version Control

Perforce
Github
Fork

Project Management

YouTrack
Miro
SCRUM
Office 365
Slack

Audio Software

FL Studio
FMOD
REAPER

LANGUAGES

Swedish - Native
English - Professional Proficiency
Japanese - Intermediate
German - Basic

OTHER WORK EXPERIENCES

Doktor24 - Receptionist: 2022-2023
Cemetery Administration in Vallentuna - Gardener: 2024-2025