

# 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 planing/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 Managment**

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