

HANNES BENSRYD

LEVEL DESIGNER



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hannesbensryd.com

EDUCATION

2017 - 2020

The Game Assembly, Higher Vocational Education (Yrkehögskola) Level Design Advanced Diploma

2016 - 2017

Malmö University, Game Development Program
Courses in *Game Design*, *Programming C#*, *Game Theory* and *Physics in games*

2013 - 2016

Ljud och Bildskolan Lund, Upper Secondary High School (Gymnasie) Technical Program, Game development.

PROFESSIONAL EXPERIENCES

2019 - Present

Sharkmob Malmö, Intern to Intermediate Level Designer on the battle royale game *VtM: Bloodhunt*

Working interdisciplinary to concept, blockout and art unique areas of the game world. Placing gameplay objects and iterating on areas to make a smooth and enjoyable experience.

Scripting and implementing gameplay objects and systems from proof of concept to game ready.

LANGUAGES / MISC.

Swedish, written and spoken. Native language. Full professional proficiency.

English, written and spoken. Full professional proficiency.

Swedish Drivers License AM/B

REFERENCES

References available upon request.

SKILLS

- **Unreal Engine 4**
2 years in a professional environment.
2 years of school courses.
3 years self taught.
Blueprint scripting, landscape system, material graph, Editor Utilities, animation system, AI behaviour trees etc.
- **Unity**
Several smaller student games, C# scripting and blockout tools.
- **Radiant Black**
Call of Duty Level Editor, Basic knowledge of systems and tools
- **C#**
Several student projects and games, physics demonstrations, level editors etc using frameworks like XNA.
- **Maya and Blender**
Creating blockout models and game ready assets with correct UVs and collisions.
- **Office 365 Suite**
Profficient use of word, powerpoint, outlook and basic excel.

TOP TRAITS

- Fast Learner
- Always positive
- Happy to help