



# Anton Samuelsson

## LEVEL DESIGNER

gameplay scripter  
& game designer



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### Education

### Selected Game Projects



**Futuregames**  
2018–current  
Game Design



**Forsbergs School of Communication**  
2017–2018  
Game Design



**Uppsala University**  
2011–2014  
Rhetorics  
Literary Science  
Gender Studies  
Art History

### Selected Courses (Game design)

**Advanced Level Design & Rapid Prototyping**  
Kalle Nyström (DICE)

**Blueprints Visual Scripting**  
Tom Clamp (Hazelight)

**Agile Workflow**  
Peter Horvath (Avalanche Studios)

### Software Proficiencies



**Unreal Engine 4**

- Prototyping
- Level design/BSP
- Blueprints Visual Scripting



**Unity Engine 2019**

- Level design/Probuilder
- Cinematics/Cinemachine
- C# Scripting



**Adobe Illustrator**

- Level design
- Graphic design



**Adobe Premiere Pro**

- Game trailers
- Animation



**Adobe Audition**

- Podcast editing



**“The Owlchemist”**  
exploration

#### Responsibilities

- Level design
- Blockmesh/BSP geometry
- Cinematics

#### Key Learnings

Using cinematics, camera movements and pick-ups as “breadcrumbs” to guide the player in an open-world environment.



**“Horde Havoc”**  
real time strategy/adventure

#### Responsibilities

- Level design
- Blockmesh/BSP geometry
- Game design
- Blueprints Visual Scripting

#### Key Learnings

Researching player types to create diverse levels. Exchanging viewpoints between programming and design principles, jointly elevating the design.



**“Ballunatics”**  
4-player platformer

#### Responsibilities

- Level design
- Blockmesh/BSP geometry
- Blueprints Visual Scripting
- Game design

#### Key Learnings

Iterating fast and often as a team during a short development cycle. How multiplayer transforms and potentially improves the initial level design theory.



**“Noor”**  
casual physics puzzle


#### Responsibilities

- Game design
- C# scripting
- Level design

#### Key Learnings

Finishing a project within a short time frame by efficient programming and re-using art assets. Designing for a sum greater than its parts.

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## ■ Experience

### **Salesperson** **ETC Stores AB** 2018–2019

Responsible for customer interaction, inventory management and sales at the Stockholm-based clothing retailer ETC at its three different locations. Managed the business solo in a high-pressure environment. Part time work to support Futuregames studies.

### **Administrator/Web editor** **Swedish Writers Union** 2014–2017

Co-ordinator and central connection point for the secretariat. Responsible for internal and external communication, as well as managing social media channels. Handled sensitive and classified information.

### **Reporter/Intern** **Svenska Dagbladet Newspaper** 2014

Conducted interviews and wrote profiles on prominent film makers, writers and artists. Provided columns and news in art and entertainment. Collaborated with editorial staff close to deadline.

### **Writer** **Alex Literary Lexicon (Forflex AB)** 2011–2014

Subscription-based database providing biographical articles on published authors used by schools and libraries. Performed extensive research work and source criticism.

### **Podcast creator** **Spelfakulteten/The Game Faculty**



Recording, hosting, editing and administrating the social media presence of the monthly “Spelfakulteten” together with two collaborators. A podcast examining video game design, directed at people just starting out discovering games and what games can be.

### **Game jam organizer** **Forsbergs Game Jam #9-11**



Worked within a team organizing the Forsbergs Game Jam on three different occasions 2017-2018. Secured sponsorships for food, drinks and prizes for the participants and advertised the events through social media. Assisted participants throughout the weekends as well as being an award juror.

## ■ Skills

Imaginative & methodical **designer**

Reliable & attentive **team member**

Excellent verbal & non-verbal **communicator**

Rational & diplomatic **problem solver**

Experienced **public speaker**