



Oliver Andersson

Junior Game Designer • Level Designer

Focused on player flow, guidance, and readable environments

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Skills

- Level Design & Flow
- Player Guidance & Readability
- Gameplay Systems Thinking
- Playtesting & Iteration
- Blueprint Scripting
- Rapid Prototyping
- Cross-disciplinary Collaboration
- Communication

Technical Skills

Engines

Unreal Engine
Unity

Programming

C#
Visual Scripting

Tools

Git / Version Control
Blender (Blockouts & Level layout)

Languages

- Swedish – Native
- English – Advanced

Interests

Level Design & UX
Game Design & Player psychology
Co-op & Social game experiences
Nature & Sports

Professional Experience

Co-Founder / Website Management

Ventilera Mera | 2024

- Designed and maintained the company website
- Managed site structure, content, and updates
- Ensured clear communication of services and brand identity online

Founder

Owler Webdesign 2021 – 2024

- Designed and developed websites for clients
- Worked with SEO, marketing, and customer relations
- Managed full project lifecycle from concept to delivery

Game Master / Community Moderator

Heroes Of Newerth (Garena) 2018 – 2020

- Moderated live matches and enforced fair play
- Investigated player reports, exploits, and gameplay issues
- Reviewed match replays to document violations and apply structured penalties

Game Projects

Final Blaze

Designed and iterated on multiple 2D/3D levels, focusing on player guidance, pacing, and readability

Collaborated with artists and programmers to maintain gameplay space, hazard clarity, and technical feasibility

Used lighting, set dressing, and environmental cues to guide players

Slip-Up'N'Slide

Designed multiplayer levels with branching routes and skill-check sections (fast vs safe paths) to support replayability and player choice

Implemented hazards and traversal elements (jump, speedpads, obstacles) and iterated through playtesting to improve flow, readability, and fairness

Collaborated cross-discipline and adapted the levels to technical constraints (colliders, scene structure, PS5 memory limits) to ensure a stable final build

Education

Playgroundsquad (PSQ) – Game Design (Expected 2026)

Level design, gameplay systems, team-based production

Komvux – Programming (Summer 2025)

C# fundamentals, problem-solving, basic algorithms

Glimåkra Folkhögskola – Programming (2016–2017)

Python fundamentals and small application projects