



# 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