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 Design
- Playtesting & Iteration
- Blueprint Scripting
- Rapid Prototyping
- Cross-disciplinary Collaboration
- Communication

Technical Skills

Engines
 Unreal Engine
 Unity

Programming
 C# (gameplay scripting, prototyping)
 Visual Scripting (Unreal)

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

Outdoor life & hiking

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, ensuring rule compliance and competitive integrity
- Investigated player reports, exploits, and gameplay abuse using replay analysis
- Documented violations and applied structured disciplinary actions according to policy

Selected Game Projects

Final Blaze

Designed and iterated on multiple 2D/3D levels with a focus on player flow, pacing, and environmental readability. Collaborated with artists and programmers to maintain clear gameplay space, hazard readability, and technical feasibility.
Used lighting, set dressing, and spatial composition to guide players and reinforce navigation.

Slip-Up'N'Slide

Designed multiplayer levels featuring branching routes and skill-check sections (fast vs safe paths) to support player choice and replayability.
Implemented hazards and traversal elements (jumps, speed pads, obstacles) and iterated through playtesting to improve flow, readability, and fairness.
Adapted layouts to technical constraints (colliders, scene structure, PS5 memory limits) to ensure stable performance.

Education

Playgroundsquad(PSQ) - Game Design (Expected 2027)

Specialization in level design, player guidance, and gameplay systems within team-based production.
Worked with Unreal Engine and Unity to design, prototype, and iterate on playable levels.

Komvux - Programming (Summer 2025)

C# fundamentals, problem-solving, basic algorithms

Glimåkra Folkhögskola - Programming (2016-2017)

Python fundamentals and small application projects