
Passionate designer with multiple years of experience. Several AAA titles shipped.
Great communication skills and a happy attitude. Experience with teams of all sizes.

EXPERIENCE

Santa Monica Studio

Los Angeles, CA

Senior Level Designer

November 2019 - Present

God of War: Ragnarok. Level Owner and Designer of a narrative-driven exploration level. From first concept to final iteration, including design docs, maya layouts, scripting, and communicating level vision to all disciplines involved.

Avalanche Studios NYC

New York, NY

Lead Designer

September 2018 - July 2019

Lead Designer and Product Owner for the second DLC for Just Cause 4, titled "Los Demonios". Responsible for vision, direction, and maintaining final creative-say throughout all of development. Team of 55 people and a timeline of 10 months.

Avalanche Studios NYC

New York, NY

World Designer

May 2015 - December 2018

World Designer on Just Cause 3 and Just Cause 4. Responsible for terrain sculpting, urban planning, road networks and overall world layout. Became Product Owner of World during the final year of Just Cause 4.

Avalanche Studios

Stockholm, Sweden

Level Designer

November 2013 - May 2015

Level Designer on Mad Max. Responsible for building and finalizing outposts, settlements and encounters. This included sculpting terrain, blocking out layout, scripting enemy encounters, level art and polish.

Teotl Studios

Stockholm, Sweden

Level Designer

December 2012 - November 2013

Level Designer for The Ball: Quizaz. Responsible for four puzzle levels which meant level blockout, gameplay scripting, terrain sculpting, and level art.

EDUCATION

FutureGames Academy
Stockholm, Sweden

Game Design

September 2012 - August 2014

Competitive Higher Vocational Education that works closely with the industry to provide students the best and most up-to-date education possible. During the accelerated courses, students are tasked with learning every facet of Game Development with a heavy emphasis on the practical aspect of the craft.

Sodertorn University
Stockholm, Sweden

Game Design, Production

September 2011 - June 2012

Program specializing in Game Design and Project Management with a heavy emphasis on theoretical Game Design and its philosophies.

SOFTWARE & COMPETENCE

Level Editors / Layouts

Exceptional Knowledge

Visual Scripting

Exceptional Knowledge

Various Terrain Tools

Very Good Knowledge

World Machine

Exceptional Knowledge

Other Software

Photoshop, Perforce, JIRA, Miro and various proprietary game engines

LANGUAGES

English

Fluent

Swedish

Fluent

Italian

Limited Working Proficiency
