Carl Ahlberg
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Resume

- Name: Carl Ahlberg – Level Designer
- Birth date: August 10th 1995
- Nationality: Swedish
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- E-Mail: carl.leveldesign@gmail.com
- Website: www.carl-ahlberg.com

Education

- 2012-2014 Art program | Game Design (Ljud och Bildskolan, Sweden, Helsingborg).
- 2014-2017 | Level Design (The Game Assembly, Sweden, Malmö).

Software

- Hammer *I handle this program effortlessly.*
- Unity *I handle this program effortlessly.*
- Photoshop *I handle this program effortlessly.*
- Sony Vegas pro 10 *I handle this program well.*
- COH, World Builder *I am comfortable using this program.*
- Autodesk Maya *I am comfortable using this program.*
- Unreal Engine 4 *I am comfortable but inexperienced.*

Skills

- Taking (inspiration from) a real world location and translating it into a fun game environment.
- Experienced with creating a balanced multiplayer experiences.
- Creating a good and well balanced lighting for a level.
- BSP block-out and detailing the level with props.
- Miscellaneous prop modeling and texturing.
- Worked with a SCRUM-based methodology.
- Plans and executes deadlines in time.
- Creating preproduction Blueprints.
- Basic C# scripting.

Language

- Swedish *Fluent (mother tounge).*
- English *Good written and spoken skills.*

Experience

- Nordic Game Conference | Volunteer.
- TRUM-master | Worked with documentation of group progress.