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# Resume

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## Job experience

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- 2016-2017 | Level Design Intern (Overkill – A Starbreeze Studio, Sweden, Stockholm).
- 2017-Present | Level Designer (Overkill – A Starbreeze Studio, Sweden, Stockholm).

## Game Project(s)

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- 2016-Present | Overkill's the Walking Dead | Level Designer.

## Education

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

## Software

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- Unreal Engine 4           *I handle this program effortlessly.*
- Hammer                 *I handle this program effortlessly.*
- Unity                     *I handle this program effortlessly.*
- Photoshop               *I handle this program effortlessly.*
- Autodesk Maya           *I am comfortable using this program.*

## Skills

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- 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.
- Visual scripting in Unreal Engine 4.
- Creating preproduction Blueprints.
- Basic C# scripting.

## Language

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

## Other

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