



Carl Ahlberg  
Malmö - 13 January 2024  
Phone: +46735755919  
Mail: [carl.leveldesign@gmail.com](mailto:carl.leveldesign@gmail.com)  
Portfolio: [www.carl-ahlberg.com](http://www.carl-ahlberg.com)

## Resume

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### Job experience

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- 2016-2017 | Level Design Intern (Overkill – A Starbreeze Studio, Sweden, Stockholm).
- 2017-2019 | Level Designer (Overkill – A Starbreeze Studio, Sweden, Stockholm).
- 2019-now | Mission / Level Designer (Avalanche Studios, Sweden, Malmö).

### Game Project(s)

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- 2016-2019 | **Overkill's the Walking Dead** | Level Designer.
- 2019- 2020 | **Second Extinction** | Mission / 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>I handle this program effortlessly.</i>  |
| • Hammer          | <i>I handle this program effortlessly.</i>  |
| • Unity           | <i>I handle this program effortlessly.</i>  |
| • Photoshop       | <i>I handle this program effortlessly.</i>  |
| • Autodesk Maya   | <i>I handle this program effortlessly.</i>  |
| • Blender         | <i>I am comfortable using this program.</i> |

### 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.

### Language

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|-----------|--|
| • Swedish | <i>Fluent (mother tongue).</i>         |
| • English | <i>Good written and spoken skills.</i> |

### Other

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