

DAVID WINROTH

Level designer looking for internship between August - April

ABOUT ME

I'm an easy-going level designer who thrives in collaborative environments, with strengths in problem-solving and creative solutions. I value a fun and learning-driven environment where we can share our passion and create compelling experiences for players. Eager to contribute to projects and further develop my skills in game design.

EDUCATION

Level Design, The Game Assembly

August 2022 – April 2025

Higher Vocational Education in Level Design for video games. I developed important skills in working with Scrum, Agile workflow, sprint reviews and meeting deadlines. Proficient in Level Design using UE5 and scripting in Blueprints. Developed 8 full games with artists and programmers using in-house engines. Responsibilities included prototyping, documentation, scripting, level art, and design.

Nurse, Swedish Red Cross University

August 2019 – April 2021

Focused on theoretical knowledge within anatomy, medication & caregiving.

EXPERIENCE

Kollo pedagogue, Barnens Ö

June 2019 – July 2023

Sharpened my teaching skills and experimented with new ways to inspire and engage children, all in a creative and cohesive environment. Contributed to a dynamic and supportive community.

Receptionist, Olivia Rehabilitering

June 2016 – July 2022

Gained valuable skills in my healthcare career that have been useful as a game developer, such as communicative skills, administrative work, problem-solving, and responsibility management.

OTHER

Cashier, The Game Assembly's student union

Organizing and planning events that contribute to school spirit and community welfare, registration of new members and representing the voice of the student body.

Game development, Climax Game Jam 2023

Collaborated with a small team to develop a game within a limited timeframe, enhancing my teamwork and rapid prototyping skills.



LEVEL DESIGNER

CONTACT

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PORTFOLIO

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SKILLS

Level Design
Visual Scripting
Game Design
Agile Development

Languages:
Swedish – Native
English – Proficient

Software

Unreal
Blender
Unity
Perforce
Krita / Photoshop
Visual Studio