

Magnus Christensson

Level Designer looking for an on-site or hybrid/remote position



LANGUAGES

Swedish

Native language

English

Fluent, Cambridge certificate in ESOL International level 2, advanced

SKILLS

1st and 3rd person level design + + + + -

NPC behaviour design + + + + -

Immersive design + + + + -

Visual scripting + + + + -

Unreal Engine + + + - -

Maya design + + - - -

CONTACT

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Engaged intermediate level designer with strengths within making **immersive environments**, NPC behaviour scripting, stealth design and planning workload.

I enjoy **problem solving**, iteration processes, educating and documenting in order to ease interdisciplinary **communication** between disciplines.

Work-life experience

IO Interactive - Level Design - 3 years, 2 months

Worked at IO Interactive from august 2020 until september 2023. I was hired in the end of Hitman 3's production and later joined the 007 project.

I owned and produced 3 Elusive Targets for Hitman 3 Live and the Elusive Target Arcade gamemode as sole LD. Worked on our roguelike Freelancer gamemode.

I aided QA in making educational tutorial for onboarding new QA. I owned a mission on 007 after our first VS, designed multiple areas from ideation to whitebox level and had tight collaboration with EA and GD.

ID Kommunikation - Summer job - 1 month

Worked at this advertising company for a month in 2018 where I collaborated with a small group of people designing a plan for the city of Malmö to encourage youth to vote that autumn. Teamwork, planning and working to engage people in their right to vote - all things I'm passionate about.

Education

The Game Assembly - Level Design - 2,5 years

Studied level design at this vocational college in Malmö, Sweden, for 2,5 years, the last half year was dedicated to an internship at a game studio, in my case I had my internship at IO Interactive.

Pauliskolan - Information and media technology - 3 years

Studied information and media technology at this high school in Malmö, from 2015-2018.