HUGO BORG
LEVEL DESIGNER

📞 +46 733185657
📍 Gothenburg, Sweden
✉ hugoborgdesign.com
🌐 hugoborgdesign@gmail.com

SUMMARY

As a level designer, I am fueled by my passion for problem-solving within level and game design. My expertise lies in creating enviorments that are both engaging and challenging, capturing players' attention and keeping them immersed. With a strong command over game engines like Unity and Unreal Engine as well as 3D modeling, I bring a versatile skill set to the table. My ultimate goal is to design unique and immersive experiences that leave a lasting impression on players: Through my creativity and attention to detail, I strive to push the boundaries of level design and create memorable adventures for players to embark upon.

SKILLS

- Unreal Engine 4 - 5
- Unity
- Adobe Photoshop
- Autodesk Maya
- Blender
- Perforce

EMPLOYMENT HISTORY

Freelancer, Impact Theory, USA
Level Designer • 2023 - Present

- *As a Level Designer at Impact Theory I have consistently collaborated with cross-functional teams, including both in-house and freelance other professionals. My primary responsibilities encompass the development of levels across diverse game modes, where I actively contribute to the overall game design. Additionally, I excel in troubleshooting and testing processes, ensuring the seamless execution of the gaming experience. My role reflects a commitment to fostering collaboration, creative level design, and a rigorous approach to quality assurance within the dynamic realm of game development.*

Mindark PE AB, Gothenburg
Level Designer • 2022 - 2023

- *Utilized Unreal Engine 5 to design and create immersive levels, dungeons and expansive open worlds. Created approved game design documents, ensuring adherence to project vision and objectives. Specialized in dungeon and hub design, incorporating engaging gameplay mechanics and interactive elements. Led several entire level creation processes, from initial blockout to final polishing, ensuring high-quality visuals and optimized performance. Demonstrated proficiency in event design, creating memorable and dynamic in-game experiences for players. Developed comprehensive documentation, including level design guidelines, mechanics documentation, and player experience guides. Actively participated in feedback loops, gathering input from team members to iterate and improve level designs.*

Internship Mindark PE AB, Gothenburg
Level Designer • Feb 2022 - August 2022

- *Level & World Design using Unreal Engine 5*

Internship Illusion Labs, Malmö
Level Designer • Feb 2022 - August 2022

- *Level design for Touchgrind Scooter & Way of the turtle*

EDUCATION

Advanced Higher Vocational
Level design at The Game Assembly (TGA) • 2019–2022

Grammar school
Graphic Desgin at Ljud & Bild skolan (LBS) • 2015–2018

HOBBIES & CERTIFICATIONS

Certified Open water diver
Padi • 2022–2022

Aqua scaping
2018