

HUGO BORG

LEVEL DESIGNER 📍 GÖTEBORG, SVERIGE 📞 +46 733185657

◦ DETAILS ◦

Göteborg
Sverige
+46 733185657
hugoborgdesign@gmail.com

◦ SKILLS ◦

Unreal Engine
Unity
Adobe Photoshop
Autodesk Maya
Blender
Perforce
Favro
Miro

◦ LANGUAGES ◦

Swedish
English

◦ HOBBIES ◦

Aqua Scaping, Diving, Gaming

👤 PROFILE

As a level designer, I am fueled by my passion for problem-solving within level and game design. My expertise lies in creating environments 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.

📁 EMPLOYMENT HISTORY

Level Designer at MindArk PE AB, Gothenburg

August 2022 — August 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 game-play 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.

🎓 EDUCATION

Polytechnic, Level Design, The Game Assembly (TGA), Malmö

August 2019 — August 2022

Grammar School, Graphic Design, Ljud & Bild skolan (LBS)

August 2015 — June 2018

⚙️ COURSES

Open water diver course, PADI

June 2022 — June 2022

📣 REFERENCES

- Available upon request

👥 INTERNSHIPS

Leveldesigner at MindArk PE AB, Gothenburg

February 2022 — August 2022

Level & World Design using Unreal Engine 5

Leveldesigner at IllusionLabs, Malmö

June 2022 — October 2023

Level Design for Touchgrind Scooter & Way of the turtle