

Karl Mörtberg

Level Designer / Game Designer

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SAMPLE PROJECTS WORKED ON:

Software Proficiencies



Unreal Engine



Unity



Blueprint Scripting



C# Scripting



Autodesk Maya



Adobe Photoshop

Spring Breeze (3D, Flying, Adventure) *Level Design / Game Design / Scripting*

7-week project where I was the sole **Level Designer** taking it from concept to a final production state together with the artists. **Set dressing** a big part of the level. Designing the player **controls** and **camera** together with the programmers..



Polarity Shift (2D, Co-op, Puzzle, Platformer) *Level Design / Game Design / Scripting / Audio*

4-week project where I had the role of being the only **Level Designer** creating the level from start to finished product. **Scripting** level mechanics. Editing, mastering and implementing all **Audio**. Designed the **player controls** and **core mechanics** together with the programmers and other designers.

CTF-Mansion (Unreal Tournament Map) *Level Design / Lighting*

4-week project where I was tasked with the **level design** of a Capture the Flag map for the game **Unreal Tournament** together with a 3D artist. Took the map from concept through playtesting into a final 3v3/5v5 map.

EDUCATION:



Game design programme at Future Games advanced vocational education. 2 Years.



Bachelor programme in computer game development at Stockholm University. 3 Years.

DESIGN ABILITIES AND EXPERIENCE:

Level Design: *Good understanding of level design principles, Whiteboxing, Level scripting, Set dressing, Lighting*

Game Design: *Pre-Production, Rapid Prototyping, Project Management, Agile workflows, Design documentation, UX*

3D Art: *Basic 3D modelling skills in Maya, PBR texturing, UV-mapping and a good understanding for artist workflows.*

Audio Design: *Familiar with editing, mastering and implementing audio for several smaller game projects.*