








Personal Information

 Andreas W. Yngvesson

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Skills

Unreal Engine 5

I handle this *very well*.

Unreal Visual Blueprints

I handle this *very well*.

Blender

I am very comfortable using this.

Unity

I am comfortable using this.

Photoshop

I am comfortable using this.

JIRA

I am very familiar with this.

Perforce (P4V)

I am very familiar with this.

Languages

Swedish

Native

English

Full professional proficiency

Andreas W. Yngvesson

Level Designer

Experience

Level Design Teacher - The Game Assembly, Stockholm October 2020 - Current

- Hold multiple courses and lectures on the principles of level design.
- Facilitate workshops on how to use Unreal 5 and Blender.
- Constantly give feedback and help students grow as developers.
- Support and prepare students for their future worklife.
- Stakeholder for student projects to simulate a studio environment.

Level Design Intern - Keoken Interactive, Hoofddorp October 2017 - May 2018

- Responsible for the creation of a level in Deliver Us the Moon.
- Contributed with set dressing and polish of multiple levels in Unreal 4.
- Collaborated with the team and helped implement everyone's ideas.
- Assisted with optimizing the game.

Education

Level Design - The Game Assembly, Malmö August 2015 - May 2018

Higher vocational education in Level Design. Studies included game and level design and being a part of several student game projects with genres ranging from strategy to first person shooters.

Agile Project Management - Agile Academy, Stockholm September 2013 - July 2014

Higher vocational education in project management. Studies revolved around different agile methodologies like Scrum, Lean and Kanban.