



PONTUS JOHANSSON

GAME & LEVEL DESIGNER [CLICK HERE!](#)



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SUMMARY

I have a passion for games and the feelings they can evoke. Motivated to work together with others to create fun, engaging and innovative experiences that leaves a lasting impression!

SKILLS

Engines

- Unreal Engine 5 ●●●●●
- Unity ●●●●●
- Tengine ●●●●●

Source Control

- Git ●●●●●
- Fork ●●●●●
- Turtoise ●●●●●

Illustration

- Maya/Blender ●●●●●
- Adobe Photoshop ●●●●●

Agile Workflow

- Scrum ●●●●●

REFERENCES

Streiff Studio

Ann-Louise Jonsson - CEO
ann-louise.jonsson@streiffstudio.com

Mind Detonator

Ann Åström - Project Manager
annastrom7@gmail.com

PlaygroundSquad

Martin Henriksson -
Education Manager
martin@tension.se

Fanny Eriksson -
Game Design Supervisor
fanny@tension.se



WORK EXPERIENCE

Streiff Studio - Internship

LEAD LEVEL DESIGNER 2022/11/21 - 2023/06/16

In charge of creating outdoors environments that support fast paced mounted movement with clear directives leading the player with environmental storytelling.

Working in Unreal Engine 5 to create prototype levels for linear and openworld gameplay in forest environments.

GAME PROJECTS

Scour The Dark 9 WEEKS [Link to itch.io](#)

- Lead Design - In charge of game vision, meetings & presentations.
- **Level Design** - In charge of directing player flow within the level.
- Game Systems - Player and enemy mechanics.



DETACHED 9 WEEKS [Link to itch.io](#)

- Lead Design - in charge of game vision, meetings & presentations.
- **Level Design** - creating game levels and events.
- Puzzle Design - creating environmental puzzles.
- **Narrative** - focus on environmental storytelling.
- Game Systems - coming up with and tweaking core mechanics.

No Book Forgotten 5 WEEKS [Link to itch.io](#)

- Lead Design - in charge of game vision, meetings & presentations.
- **Level Design** - creating and populating the level.
- Game Systems - Player and enemy mechanics.

EDUCATION

PLAYGROUNDSQUAD, FALUN 2021/08/16 - 2023/06/23

GAME DESIGNER

Learned everything from concepting and creating GDDs to presenting and pitching my ideas. Worked on 3 game projects together with other students as well as a three solo project where I focused on **Level Design**.