

# DAVID WINROTH

Level designer looking for internship between August - April

## ABOUT ME

I'm an easy-going level designer who thrives in collaborative environments, with strengths in problem-solving and creative solutions. I value a fun and learning-driven environment where we can share our passion and create compelling experiences for players. Eager to contribute to projects and further develop my skills in game design.

## EDUCATION

Level Design, The Game Assembly

August 2022 – April 2025

Higher Vocational Education in Level Design for video games.

I developed important skills in working with Scrum, Agile workflow, Sprint reviews & meeting deadlines. Level Design in UE5 & scripting in Blueprints. Developed 8 full games with artists & programmers with in-house engines. Responsibilities included prototyping, documentation, scripting, level art & design.

Nurse, Swedish Red Cross University

August 2019 – April 2021

Focused on theoretical knowledge within anatomy, medication & caregiving.

## EXPERIENCE

Kollo pedagogue, Barnens Ö

June 2019 – July 20223

Sharpened my teaching skills & experimented with new ways to inspire & engage children, all in a creative & cohesive environment. Contributed to a dynamic & supportive community.

Receptionist, Olivia Rehabilitering

June 2016 – July 2022

I did learn a lot of valuable skills in my healthcare career that also have been useful as a game developer. Like communicative skills, administrative work, problem solving, & handling responsibilities.

## OTHER

Cashier, The Game Assembly's student union

Organizing & planning events that contribute to school spirit & community welfare, registration of new members & representing the voice of the student body.

Game development, Climax Game Jam 2023



## LEVEL DESIGNER

### CONTACT

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### PORTFOLIO

Stockholm, Sweden

+46 72 323 72 95

### SKILLS

Level Design  
Visual Scripting  
Game Design  
Agile development

Languages:  
Swedish – Native  
English – Proficient

### Software:

Unreal  
Blender  
Unity  
Perforce  
Krita / Photoshop  
Visual Studio