

# Edvin Norevik - Game designer

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## Experiences

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### Landell Games (Internship) 16/augusti/2023 - 19/march/2024:

- Website: <https://www.landellgames.com/>
- I worked at Landell Games for 6 months.
- Worked as a scripter, level designer, gameplay designer and as a team lead.
- Built levels using the Unity game engine, led design ideas for the game and worked with the implementation and reviewing of assets code created by the other teams from the company. I also scripted the levels in the game.
- Designed two levels from the game, helped balancing and designing documentation while also leading four teams of different principles and helped with onboarding different designers.

### Echoes of the Void (School game project) 18/November/2022:

- Gameplay play trailer and info page: <https://black-canvas-interactive.itch.io/echoes-of-the-void>
- Echoes of the Void was made in 2 months.
- Worked as a level designer, QA, and UX/UI designer.
- Built and tweaked the main level through the Unreal 5 engine with existing and own-designed blueprints.
- Designed introduction area, two islands, Hud, menu UI, and scripted tooltips + health plants in the game.
- Also worked with player feedback regarding the game overall as a QA.

### Pixel hook (Solo game project) 09/September/2022:

- Info page: <https://edvinno.itch.io/pixel-hook>
  - Pixel hook was made in 4 weeks.
  - Worked as solo dev for the project, all programming, design, and some of the audio and art were made by me.
  - The main focus of this project was the level, scripting, and gameplay design of the project.
  - I developed more skills when it came to scripting game physics and general gameplay.
  - Learned to be able to more properly understand player frustrations from playtesters.
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## Skills

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- Being able to work in multiple game engines such as Unity, Rpg maker, and Unreal Engine 4.
- Programming languages C# and Ruby (RPG maker scripting language) and a basic understanding of C++ experience.
- Art + organization tools Maya, Magicavoxel, Firealpaca, Photoshop, Github, Notion.
- Experience in game design, level design, scripting, UI/UX, agile coaching, and team leading.
- Team leading roles: Lead game designer and project lead at Sidekick Health. Also team lead at Landell games
- Documentation work (GDD, game concepts, and analysis of games).
- Experienced with working with different game systems tools such as Minecraft, Knytt stories, Super smash bros ultimate level creator and inhouse level/unit creation tools.

## Education

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2021 – 2022

**Playgroundsquad**, Game design  
Playgroundsquad, Falun

2019 – 2020

**Spelprogrammet**, Game programming and game design  
Södertörns högskola, Huddinge

2016 – 2019

**Tekniskt gymnasieprogram**, Game production  
LBS Kreativa gymnasiet, Stockholm