

ALEXANDER EDELBORG

LEVEL DESIGNER

SUMMERY

For me, Level Design is about creating interesting worlds and combining visual composition with fun, engaging gameplay experiences.

My passion and ambition have only grown stronger through collaborating with talented people, learning from each project, and continuously improving my skills.
It's my dream job, and I love every second of it.

SKILLS

- Github
- Pv4
- Unity
- Unreal
- Miro
- Figma

HOBBIES

- Reading books
- Hiking, exploring new places
- Playing paddle, like the high intensity of the sport
- Carpentry

LANGUAGES

Swedish - Native
English - Fluent

REFERENCES

Available on request

WORKLIFE EXPEREINCES:

ASHES & DIAMONDS

Level Designer | 2025-2026

- Led level design on AfterParty, which won Indiecator at the Swedish Game Conference 2026.
- Built a Blueprint PCG tool with custom parameters (easy, medium and hard jumps) that generates a randomized parkour course on each level start.
- Added traversal between the level's two halves after playtests, allowing players to change paths, giving them more agency over their playthrough.

EDUCATION

LEVEL DESIGNER - HIGHER VOCATIONAL DEGREE

THE GAME ASSEMBLY | 2023-2026

- Planning, designing, and presenting playable levels; delivering 7 games and working in both third-party and in-house game engines

ÄDEDELFORS - ADULT EDUCATION

VIDEO GAME MARKETING COURSE | 2022 - 2023

- Self-directed game projects combined with marketing, economics, and entrepreneurship for indie development.

PROGRAMING | 2021 - 2022

- C# in Unity and Visual Studio, covering gameplay physics, AI, animation and sound. Completed 2D and 3D projects, a 6-week cross-discipline group project and 5 weeks of individual work.

GAME DESIGN | 2019 - 2021

- Game design documents, mechanics, level design, narrative and character design, with level work in Unity and ProBuilder. Completed three group projects with programmers and graphic designers.

CONTACT

alexanderec.com

alexander.edelborg@gmail.com

/alexanderedelborg/