

ALEXANDER EDELBORG

LEVEL DESIGNER

SUMMERY

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

I particularly enjoy designing high-tension and stealth-focused levels, especially from a first-person perspective. I also find the iterative nature of Level Design incredibly rewarding, working closely with others to refine ideas and gradually bring a shared vision to life.

My passion for Level Design continues to grow through collaboration, learning from each project, and constantly developing my skills.

TOOLS

- Unreal Engine
- Unity
- Blueprints
- Perforce
- GitHub
- Miro
- Figma

LANGUAGES

Swedish - Native
English - Fluent

REFERENCES

Available on request

CONTACT

alexanderec.com
alexanderec.work@gmail.com
/alexanderedelborg/

WORKLIFE EXPEREINCES:

ASHES & DIAMONDS

Level Designer | 2026 - Current

- Designed the entire level for AfterParty, owning its layout and design decisions while collaborating with the director on gameplay features.
- Designed and coded a Unity traffic mechanic where passing cars knock players and make held items go flying, which the director liked so much that it was added to the main game.
- Created an exploration-driven level populated with NPCs and optional mini-challenges, encouraging player curiosity and offering multiple ways to navigate the environment, overcome obstacles, and discover items to help with the main tasks.

ASHES & DIAMONDS

Level Designer Internship | 2025-2026 | 1 Year

- Developed a procedural parkour generation tool in Unreal Engine using Blueprints, generating randomized courses with configurable difficulty.
- Improved level connectivity by adding traversal between two previously separated areas, giving players more freedom to choose their routes.
- Co-designed a gym level with programmers to rapidly test and tune features, player metrics, and items. Making iteration more efficient within the game.

EDUCATION

LEVEL DESIGNER - HIGHER VOCATIONAL DEGREE

THE GAME ASSEMBLY | 2023-2025 | 2 Years

- 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 | 1 Year

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

PROGRAMING | 2021 - 2022 | 1 Year

- 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 | 1 Year

- 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.