



LINA FEMLING

LEVEL & MISSION DESIGNER

ABOUT ME

I'm a level and mission designer who focuses on creating engaging gameplay experiences through purposeful, logical and believable environments. Every design element of a level — from its layout and terrain down to its obstacles and story — is where I direct my focus in order to contribute to the overall gameplay experience.

EXPERIENCE

LEVEL AND MISSION DESIGNER AT 10 CHAMBERS

10 Chambers | October 2022 - Ongoing

- Creating missions from 2D concepts and translating them to playable experiences through blueprinting and building environments
- Main responsibility of creating the playable spaces using a level creation tool made in-house
- Designing gameplay flow, pace, scenarios, puzzle elements and enemy encounters
- Translating narrative in the best way possible through environmental storytelling and gameplay
- Collaborating with a multidisciplinary team and working closely with artists to align regarding visual aspects of the levels/missions

LEVEL DESIGN INTERN AT EMBARK STUDIOS

Embark Studios | January 2022 - August 2022

- Had ownership of a level from 2D sketch to playable level
- Collaborated with a multidisciplinary team and worked closely with artists to establish the best direction of the level
- Worked on a system and its implementation revolving placement of dynamism elements and their attributes
- Participated in multiple game design discussions regarding design choices and direction of the game

COURSE LEADER IN GAME DESIGN

Tekniska Museet | September 2021 - 2022

- Teaching children game design basics through lectures and hands-on game development in Unreal Engine

EDUCATION

FUTUREGAMES

Game Design | August 2020 - 2022

UPPSALA UNIVERSITY CAMPUS GOTLAND

- Bachelor's Degree in Game Design & Project Management | 2017 - 2020
- Winner of two awards at the Gotland Game Conference 2019 with the game Argelite

CONTACT

 lina.femling@hotmail.com

 +46707740627

 [PORTFOLIO](#)

 [Lina Femling](#)

SKILLS

- Level Design
- Mission Design
- Unreal Engine
- Unity
- Rapid Prototyping
- Gameplay Design
- Blueprint Scripting
- Conceptualization
- Quality Assurance

OTHER SKILLS

- Storytelling and writing
- Strong design and documentation skills
- Deep understanding and knowledge of games
- Detail-oriented
- Excellent problem solver
- Strong verbal and communication skills
- Team player
- Fluent in English