

# HENRIK JOHANSSON

## LEVEL DESIGNER



<http://henrikjohanssonportfolio.com>



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Stockholm, Sweden



## EDUCATION

### Blekinge Institute of Technology 2013-2016

Degree of Bachelor of Science

Main field of study: Media Technology



### Futuregames 2019 - Present

Higher Vocational Education

Game Design



## LANGUAGES

Swedish - Native

English

## GAME PROJECTS

### Package Loader - Google Play Store

2018/07

Mobile Puzzle Game

(SOLO PROJECT)

### The Secret of Gillwood - Steam

2019/03/28

3D Person Puzzle Platformer

(SOLO PROJECT)

### Escape in Froggress - Futuregames

2019/10

3D Competitive Sidescroller

(Group Project)

### Terminal Extraction Game - Futuregames

2020/02

3D 1v1 Local Multiplayer

(Group Project)

### Unmoored - Futuregames

2020/07

3D Single Player Puzzle

(Group Project)

## WORK EXPERIENCE

### Courier driver (Budcom UPS)

Summer 2016

Sorted and delivered packages for UPS in Helsingborg.

### Ljud & Bildskolan Helsingborg 2016-2017

Intern Teacher in Design and 3d courses and Understudy for sick teachers.

### Snow Moose Entertainment

2017/09 -

Started my own game development company for my side projects.

### PostNord

2017/11 - 2018/09

Started as local mail sorter and then got promoted to sort companies and value mail.

### Easy Drink & Food HBG

2018/10 - 2019/07

Worked with resupplying vending machines. Pricing and start up of new machines.

### Hazelight Studios

2020/10-15 - 2020/12/15

Collision Designer + QA - It Takes Two  
Part Time Work

## PROFICIENCIES



Unreal Engine 4



Photoshop



Office 365



Unity



Perforce



C#



Jira Software



Autodesk Maya



C++