

HENRIK JOHANSSON

LEVEL DESIGNER



<http://henrikjohanssonportfolio.com>



mail@henrikjohanssonportfolio.com



+46(0)73 367 66 02



Stockholm, Sweden



EDUCATION

Blekinge Institute of Technology 2013-2016

Degree of Bachelor of Science
Main field of study: Media Technology



Futuregames 2019 - 2021

Higher Vocational Education
Game Design



LANGUAGES

Swedish - Native
English

GAME PROJECTS

The Secret of Gillwood - Steam

2019/03/28

3D Person Puzzle Platformer
(SOLO PROJECT)

Terminal Extraction Game - Futuregames

2020/02

3D 1v1 Local Multiplayer
(Group Project)

Unmoored - Futuregames

2020/07

3D Single Player Puzzle
(Group Project)

It Takes Two - Hazelight

2021/03

Co-Op Action adventure
(Contract Work)

Nerf Strike - The Gang Sweden

2021/05

Roblox FPS Multiplayer Game
(The Gang Sweden + Hasbro)

WORK EXPERIENCE

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

The Gang Sweden

2021/01 - 2022/02

Game and Level Designer

PROFICIENCIES



Unreal Engine 4



Photoshop



Roblox Studio



Unity



Perforce



C#



Jira Software



Autodesk Maya



C++