



VIGGO WIDELL

LEVEL DESIGNER

Contact



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MALMÖ, SWEDEN

SKILLS

- Unreal Engine
- Unity
- Blender
- Perforce
- Scrum

LANGUAGE

- Swedish - Native
- English - Fluent

EDUCATION

LEVEL DESIGN | THE GAME ASSEMBLY | 2023-PRESENT

- Level Design
- Multidisciplinary game projects
- Visual scripting
- Worldbuilding & Composition

GAME GRAPHICS | LBS | 2019-2022

- Character design
- Character Animation
- Concept art design
- 3D & 2D design techniques
- Project planning

WORK EXPERIENCE

RUNNER | LOVE COFFEE LUND | 2022

- People greeting
- Stress management
- Fast-paced problem-solving
- Team collaboration & communication
- Task prioritization

CHEF | IBLADINS INTERNATIONAL SCHOOL | 2022-2023

- Group leading
- Individual work responsibility
- Time efficiency