




## About Me

A technical designer that likes designing mechanics and systems that fit in with the games setting and tone!

## Contact


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 [Portfolio](#)

 Stockholm, Sweden

 Swedish (native)  
English (fluent)

## Merits

### Student Representative

Fall/Spring of 2022/23

- Held class meetings
- Represented my class at board meetings

### Head of Student Union

2023-2024

Participated in planning several school events, e.g., a game awards show and halloween dress up week.

# John Löfgren

Technical Game Designer

## Experience

### Aug 2022 - Present

The Game Assembly | Stockholm

### Level Design Student

- Worked individually on refining my level design skills, learning advanced design and composition techniques.
- Worked collaboratively with other disciplines creating 7 games in different genres, in 3 different engines.
- In addition to level design, contributed with a more holistic approach to the group projects; regularly doing QA and game design work.
- Learned how to effectively work in scrum/agile; how to rescope and pivot under tight deadlines.

### Apr - Nov 2021

Doublemoose Games | Skövde

### Game/Level Design

- 8 month long internship on a roguelike shooter during preproduction.
- Contributed to defining the core game loop, systems and setting.
- Worked on level and boss design, iterating and working collaboratively with the art team.
- Did QA and design work on a level editor.

## Expertise

- Perforce
- Jira
- Unity
- Blockout
- Composition
- QA

### Unreal Engine

- Blueprints
- Animation Blueprints
- Behavior Trees
- Editor Tools