

# Simon Sundström

Level Designer

## 📁 Employment History

### Level Designer at Arrowhead Game Studios

July 2022 — Present

For the last two years I have been part of the level design team at Arrowhead Game Studios working on the game Helldivers 2. I started off as an intern and I'm now an Intermediate level designer.

### Game Designer at Eight Lives AB, Stockholm

June 2020 — January 2022

Eight Lives AB is a game development studio that I founded with fellow students from Stockholm University. Together we developed the game Sneaky Kitten, which was released December 24th 2021 on Steam.

## 🎓 Education

### Graduate Degree, Future Games, Stockholm

February 2021 — March 2023

**Main Field of Study:** Game Design

**Specialization:** Level Design

### Bachelor of Science, Stockholm University, Stockholm

2017 — September 2020

**Main Field of Study:** Computer and Systems Sciences

**Specialization:** Computer Game Development

## Details

+46761969677

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## Links

[Portfolio](#)

[Linkedin](#)

## Skills

Unreal Engine

Unity

Source Engine 1 & 2 - Hammer Editor

Unreal Engine - Blueprints

C#

Git/Tortoise SVN / Perforce

Miro

Google Docs & Sheets

## Languages

English

Swedish