



# PAUL SVAHN MOORE

LEVEL DESIGNER

## ABOUT

Passionate Level Design Student at The Game Assembly. I always try to do my best to further advance my design skills and deliver a fun gameplay experience.

I'm looking for an internship between AUG 2022 - APR 2023.

## CONTACT

Stockholm, Sweden

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 /paulsvahnmoore

## PROFICIENCIES

 Unreal Engine

 Unity

 Autodesk Maya

 Blender

 Adobe Suite

 Perforce

 GitHub

 Office 365

 Swedish and English

## PORTFOLIO

<https://www.paulsvahnmoore.com>

## EDUCATION

### Level Design | TGA - The Game Assembly

AUG 2020 - APR 2023

Higher vocational education where I have developed 8 games with an agile workflow using scrum. I have also delved deeper into Level Design, Scripting and Game Design.

### Motion Graphics | NTI - Nordic Institute of Technology

AUG 2017 - JUN 2020

Secondary education where I have developed broader artistic skills in professional software. I delved deeper into 3D modelling, rigging and animation. I was also a board member of the Student Council.

## MERITS

### Game Projects

I have worked on 8 game projects at The Game Assembly. Responsibilities include Level Design, Game Design, Level Art and Lighting.

### Swedish Game Awards Nominee | 2021

Together with Glada Grodor and our mobile game Kurtis did we get nominated for mobile game of the year.

## EXPERIENCE

### Property Management | Atrium Ljungberg

JUN 2018 - JUN 2018

The summer job where I together with a small team, worked with office and property maintenance where both communication and coordination were key.