



Contact

Portfolio

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Phone

+46 072-3263193

Skills

Unreal Engine 4
Unity
Blender
Tiled
Level Designer Tool Kit
Photoshop
Perforce
Tortoise SVN
Scrum

Language

Swedish (native)
English (fluent)
Dutch (moderate)

Stefan Groothuis

Level Designer and Technical Designer

My ambition is to help create experiences that the player will remember.

Education

Level Design

The Game Assembly, Malmö

2020-Ongoing

Courses in **level design**, **visual scripting**, **3D modelling** and **scrum**. Working in teams to create eight games over two years.

Programming and Game Development

Ljud- & bildskolan, Lund

2017-2020

Senior high school education where I learned to **program in C#** as well as developing games in **Unreal Engine** and **Unity**.