

JAKOB PIHL

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jakobpihl.com

LEVEL DESIGNER

PROFILE SUMMARY

Level Designer with 1+ years of experience in the industry and 2+ years with level design overall.

Been a part of one released game title (PaperKlay).

Experience in working with different disciplines to create games with a great flow and feeling.

SKILLS

Unreal Engine: Creating fast and reliable blockouts, Scripting in blueprints, Setting up animation blueprints, Setting up level streaming, World building, Working with composition, Technical level design, Game design.

Unity: Create fast and fully understandable blockouts, Minimal programming in C#, Working with specified project tools to make fast iterations, Setting up level streaming, World building, Working with composition, Technical level design.

WORK EXPERIENCE

WhyKev - 2024-2025

Level Designer

PaperKlay

Reworking and extending existing levels in the game, Creating new levels from scratch, Use technical level design to solve problems in various levels, Use existing tools to create new and fun mechanics in the game, Creating 3D-models and importing them into the project, Add new lines of code in existing script for improvement

Saint-Gobain - 2011-2025

Production line operator

Isover

Working as a production line operator, Manufacturing of various insuline products, Responsible for production quality, Responsible for product packaging, Responsible for order management, Machine and equipment maintenance

EDUCATION

The Game Assembly, Level designer - 2022-2025

Major as a Level Designer, Create concepts of levels on paper to implement paper designs into engines, Both 2D and 3D Level Designs, Creating games from scratch in both pre-existing and self developed engines to learn and fully understand the game development pipeline. Created 8 games during the education

Hyper Island, Digital Media Creative - 2016-2019

Learned the process of conceptualizing ideas for bigger clients, Branding for companies, Client communication, Copy writing, Team building and leadership, 3D art in Maya for concepting, Marketing for major companies

OTHER MERITS

FL Studio

Creating soundtracks and sound effects for games, Sound editing and mixing, Implementing sounds and music into games

Blender

Creating 3D-models, Export/Import in Unreal Engine and Unity, Basic UV-mapping and texturing, Fast blockout placeholder for quick iterations and testing

LANGUAGES

Swedish - Native language

English - Fluent

Danish - Intermediate