JAKOB PIHL

LEVEL DESIGNER

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jakobpihl.com

PROFILE SUMMARY

Level Designer with 6+ months experience in the industry and 2+ years with level design overall.
Been a part of the development of one game (releases Q2, 2025).
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.

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 Design intern
PaperKlay
Reworking and extending exisisting 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 exsiting 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, Responible for product packiging, Responsible for order managment, Machine and equipment maintenence

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 conceptulizing ideas for bigger clients, Branding for companies, Client communication, Copy writing, Team building and leadership, 3D art in Maya for concepting

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