

Hannes Wäst

Level Designer, world designer & narrative Writer

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EXPERIENCE

Silkroad Studios, Copenhagen – *Level design Intern*

November 2023 - April 2023

A full time internship focused on level design, quest design as well as character and narrative design. I was responsible for ideating, producing and iterating upon levels and quests for important deadlines and key experiences.

Bitfire Games, Copenhagen – *Level design Intern*

July 2023 - November 2023

A full time internship focusing on level design & mission design, combat spaces and procedural level generation. A lot of troubleshooting the pipeline for level generation, working closely with the programmers to identify and fix issues with the generation of levels and gameplay.

Malmö Municipality, Malmö – *Personal Assistant*

June 2022 - August 2022

Full time summer job as a personal assistant for Malmö Municipality. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

GIL, Gothenburg – *Personal Assistant*

March 2018 - August 2019

Full time work as a personal assistant for Göteborg Independent Living. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

Kungsbacka Municipality, Kungsbacka – *Personal Assistant*

July 2017 - January 2018

Part time work as a personal assistant for Kungsbacka Municipality. Work included keeping patients fed, clean, cared for and helped throughout their day with what they themselves could not do.

EDUCATION

Vocational Education - Video Editing Malmö

30th September 2024 - 08th November 2024

Acquired professional knowledge in video editing and post-production in the following programs: AVID Media Composer - Apple Final Cut Pro - DaVinci Resolve

The Game Assembly, Level Design Malmö

2021-2024

Acquired in depth professional knowledge and experience within Level Design and adjacent disciplines within design.

Löftadalens Community College, Music Production and Artist & Production Åsa

2019-2021

Learned how to use digital audio workstations to set up, manage, mix and master audio projects.

SKILLS

Unreal Engine 4 & 5
Writing
Visual Scripting
Blender
P4V / Perforce
Unity
Final Cut Pro
AVID Media Composer
DaVinci Resolve

LANGUAGES

English

Swedish

