

Hannes Wäst

Level Designer, world designer & narrative Writer

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EXPERIENCE

Bitfire Games, Copenhagen – *Level design Intern*

July 2023 - November 2023

Full time internship focusing on level design, combat encounters and procedural level generation.

Silkroad Studios, Copenhagen – *Level design Intern*

November 2023 - July 2023

Full time internship focusing on level design, player movement, quest design and combat encounters.

Malmö Municipality, Malmö – *Personal Assistant*

15th of June 2022 - 17th of 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*

15th of March 2018 - 28th of 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*

1st of July 2017 - 24th of 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.

Gothia Cup, Gothenburg – *Kitchen Staff*

July 2013 - July 2013

For one week during the Gothia cup I worked as kitchen staff with a team of 5 other teenagers and one supervisor. We fed around 700 teenagers from around the world every day for breakfast, lunch and dinner.

EDUCATION

The Game Assembly, Level Design Malmö

2021-2024

Acquired in depth knowledge and experience of AA and AAA workflow from a Level Design perspective.

Löftadalens Community College, Music 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

LANGUAGES

English

Swedish