

Contact

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📍 Malmö

About Me

I'm a level designer with special attention to pacing and flow. I'm a curious and creative person, and always open to learn new things.

Skills

- Unreal Engine 4 and 5
- Unity
- Scrum
- Blender
- Problem-Solving
- Creativity
- Cross-Disciplinary Teamwork
- Communication
- Swedish: Native
- English: Fluent

Niklas Hagerman

LEVEL DESIGNER

Work Experience

Level Designer

2023-2025

Illusion Labs

- Innovated and helped develop a new game mode, honing my skills in game design.
- Designed over 40 levels for different game modes.
- Worked with prefabs and specialized tools.

VVS

2017-2019

Rydjes VVS & Kakel

- Navigated tight crawlspaces to engineer real-world level flow by routing water systems through challenging spatial puzzles.
- Developed keen problem-solving skills and spatial awareness by installing bathrooms and kitchens.

Education

Level Design

2021-2024

The Game Assembly

- Trained in level design, including worldbuilding, flow, technical design, and prototyping.
- Collaborated on eight game projects and built strong teamwork skills.

VVS, Welding and Plumbing

2016-2017

Lernia

Rock Program

Songwriting Program

2013-2016

Eslöv Fölkhögskola

Other

Volunteer Work

2022; 2023

Husted Vin - Copenhagen