

Alexander Berg

Level Designer

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Professional Experience

Massive Entertainment

Malmö, Sweden

Sep 2022 - Apr 2023

Level Design Intern

Worked on Avatar: Frontiers of Pandora

- Post launch content ownership
- **Documentation** - paper design, research and references, follow and apply to levels
- **Layout** - Design and follow metrics for traversal gameplay and place gameplay elements
- **AI** - Optimize and balance combat encounters
- **Script** - Trigger gameplay events, implement and maintain objectives and game feedback
- **Collaborate** - Work with lead and team, drive weekly feedback, iterations and bug fixing with other teams and disciplines

Education

The Game Assembly

Stockholm, Sweden

Aug 2020 - Apr 2023

Level Designer

- Introduction to agile game development, proficient Unreal and Maya user as well as experienced in world building and composition
- Collaborate with other disciplines creating 8 different group projects including daily standups
- Working practically with scrum and other agile work methods
- Recurring game presentations with other Level Designers, providing and receiving feedback

Skills

- Unreal Engine - Blockout/Scripting
- Unity - Blockout
- Snowdrop - Blockout/Scripting
- Maya
- Confluence
- Jira
- P4V