

# Jacob Tjernström

Level Designer



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[Portfolio](#) • [LinkedIn](#) • [Twitter](#)

My biggest strength as a designer lies in analyzing problems, exploring creative solutions and communicating my ideas to the rest of the team. I'm very ambitious and you will often find me asking myself 'how do we take this one step further?' to generate the best possible result.

After 2,5 years of level design education at The Game Assembly in Sweden, I'm currently working as a level designer at Cloud Imperium Games in the UK.

## SKILLS

- Level design
- Game Design
- Tech/System Design
- Visual Scripting
- AI Scripting
- Agile Development
- C#

## SOFTWARE



UNITY



MAYA



VISUAL  
STUDIO



UNREAL  
ENGINE 4



ADOBE  
PREMIERE



ADOBE  
PHOTOSHOP

## REFERENCES

Available upon request

## EDUCATION

2018 -  
2021

### LEVEL DESIGN

The Game Assembly  
Advanced Diploma

## EXPERIENCE

2021

### LEVEL DESIGNER

Cloud Imperium Games  
Wilmslow, UK

2020 -  
2021

### LEVEL DESIGN INTERN

Cloud Imperium Games  
Wilmslow, UK

2013 -  
2020

### WAREHOUSE MACHINE OPERATOR

Skånemejerier  
Malmö, Sweden

2010 -  
2013

### MILITARY REGIMENT GUARD

Swedish Armed Forces  
Halmstad, Sweden

2006 -  
2010

### THEATRE LIGHTING DESIGNER

MAF  
Malmö, Sweden

## EXTRA-CURRICULAR ACTIVITIES

2019

### CONFERENCE VOLUNTEER

Nordic Game Conference  
Malmö, Sweden