



YOUCEF LOUNES

Technical Level Designer

ABOUT ME

I am a quality-oriented designer, who loves being creative and working with others. My colleagues appreciate me for being easy to talk to, taking initiative and being a driving force behind projects.

With a background in business and entrepreneurship, I bring a structured and analytical approach to my craft. Through my work, I value iterating and collaboration to bring the projects up to an outstanding quality!

WORK EXPERIENCE

ASSOCIATE TECHNICAL LEVEL DESIGNER, CLIMAX STUDIOS, UK

2024 - Current

- Collaborating closely with Designers to fine-tune the gameplay flow and pacing
- Implementing unique features and interactions while taking them from Vision to a AAA Game Ready state.
- Taking ownership and responsibility of technical level design features, while setting up and maintaining the documentation.
- Regularly report directly to directors to ensure the work is following the games intended vision.
- Designing areas using my own gameplay features.

EDUCATION

THE GAME ASSEMBLY

Level Design, Higher Vocational Education, Malmö

2022 - Current

- Studying Level Design
- Courses in Scripting, Composition, Graphics, World Building, and Technical Design
- Multiple interdisciplinary game projects with other students
- Won Best Mobile Game at The Swedish Game Awards 2023 for Circadian

HEDDA ANDERSSONGYMNASIET

2019 - 2022

- Studied Economy
- Started a UF-Company, responsible for RnD, Logistics, and Economy

AWARDS

Best Mobile Game at Swedish Game Awards 2023 for Circadian

SKILLS

- Unreal Engine
- Blueprints
- In-house tools
- Jira
- Confluence
- Blender
- Perforce
- Scrum
- C++ (basic)
- Unity
- Godot

LANGUAGES

Swedish - Native language

English - Fluent

CONTACT

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