



YOUCEF LOUNES

Level Designer

EDUCATION

THE GAME ASSEMBLY

Level Design, Higher Vocational Education, Malmö
2022 - present

- 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

Economy, Upper Secondary School, Lund
2019-2022

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

WORK EXPERIENCE

ADMINISTRATIVE AND LABOR WORK

Magdas Fönsterputs AB (2020-2021)

- Family-led cleaning company
- Tasked with administrative work
- Sporadically assisted in maintenance work

WAREHOUSE WORK

Nllou AB (2020)

- Family-led E-commerce Company
- In charge of scanning products into a database
- Helped collecting products and packaged them away for delivery, overseen by manager

NGC VOLUNTEER

Nordic Game Conference (May 2023)

- Responsible for guest orientation
- Guide for booths

MEET AND GREET VOLUNTEER

The Game Assembly (April 2023)

- Preparation of the event
- Worked at the reception

ABOUT ME

Studied Level Design right after high school, now eager to leave a mark on the game development industry.

With a family in business and entrepreneurship, I bring a structured and analytical approach to my work.

Looking for an **internship between september 2024 - april 2025.**

SKILLS

- Unreal Engine
- Unity
- Blender
- Perforce
- Scrum

LANGUAGES

Swedish - Native language
English - Fluent

CONTACT

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