



SIMON WINTER

Level Designer



www.simonwinter.blog

Uppsala-Stockholm, Sweden

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EDUCATION

Game design programme (2022-)

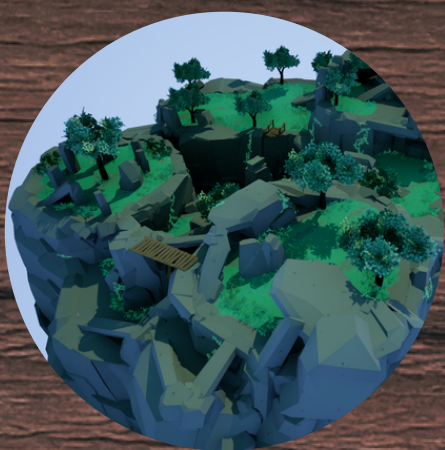
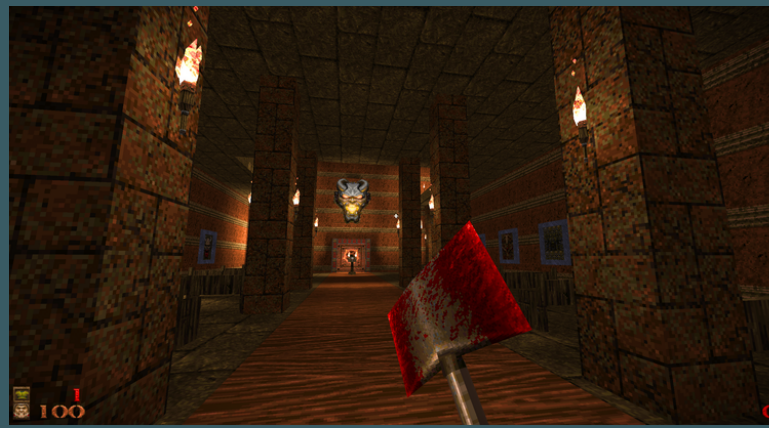
At Futuregames in Stockholm, Sweden

- Focus on Level design

Natural science programme

At Hermods in Uppsala, Sweden

- Specialization in technology, programming and web design
- Wrote senior project on game development engines



EPILOGUE

- Team project
- UE5
- First person shooter



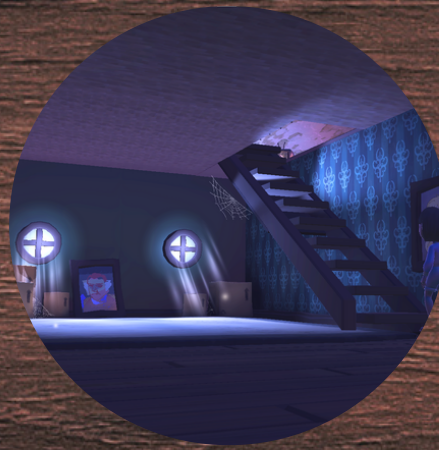
QUAKE MOD LEVEL

- Solo project
- Trenchbroom
- First person shooter



ANTICS

- Team project
- UE5
- Real-time strategy



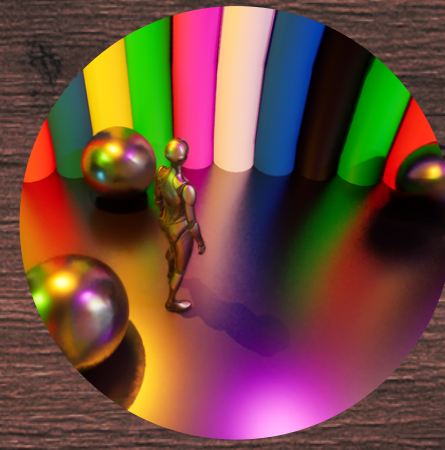
THE RE-ALIVING OF THE UN-ALIVE

- Team project
- Unity
- Co-op puzzle adventure



TRIPPIN WALLS

- Solo project
- UE5
- Art game



TRIPPIN BALLS

- Solo project
- UE5
- Art game



INSPIRATION

- Fallout
- Red Dead Redemption II
- Skyrim
- Ghost of Tsushima



Swedish
Mother tongue

English
Fluent professional



WORK EXPERIENCE

Operation and management of industrial production technology

- Responsible for production line technology for manufacturing construction materials

Exterior property management

- Caring for the exterior environment of a larger residential area - including saving flowers from grass cutting :)

SOFTWARE EXPERIENCE

