



EMANUEL SALOMON

TECHNICAL LEVEL DESIGNER

CONTACT

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SKILLS

- Unreal Engine
- Blueprint Scripting
- Animation blueprint
- Unity
- Perforce
- Agile Development
- Communication
- Blender

MERITS

Student Representative

Held student meetings
Represented my class at board meetings

World of Warcraft guild & raid leader

Organizing group activities and responsibilities
for recruitment and discord moderation

EDUCATION

The Game Assembly

Level Design

Aug 2022 - Apr 2025 (ongoing)

Building full games with programmers and artists using an agile workflow and scrum.

Level Design and Scripting working in UE5

Stockholm's University

Game Development

Sep 2019 - Jun 2021

General studies about game design with a focus on indie development

EMPLOYMENT HISTORY

Station Host

MTR | Jun 2023 - Apr 2024 (part time)

Working with sales and security at Stockholm City's metro stations every other weekend

Personal Assistent

JAG | 2016 - 2018

Supported individuals with daily task they where unable to complete by themselves, everything from outdoors activities to preparing meals