



IVAN MÅRTENSSON BLOMBERG

Level & Game Designer

I am seeking an internship between September 2026 and April 2027, let's get in touch! (timeframe is negotiable, reach out to me and we can talk)

CONTACT

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ABOUT ME

- Video Game Lover
- Team Player
- Retired eSports Professional
- Bookworm

SKILLS

- Unreal Engine 5
- Blender
- Visual Scripting/Blueprints
- Unity
- Perforce
- Github
- Agile/SCRUM
- Miro

LANGUAGES

- Swedish (Native)
- English (Fluent)

EDUCATION

The Game Assembly **2024-Current**
Level Design

Higher Vocational Education in Level Design that taught me subjects such as Advanced Level Design, Visual Scripting and Composition & World-building. I also worked on a total of 7 cross-disciplinary Game Projects with other students.

Folkhögskolan Skurup & Fridhem **2023-2024**
Game Design

Education in Game Design that taught me subjects like Game Design, Narrative Design and basics of Level Design and Game Art. I also worked on multiple game projects both in groups and individually.

NTI Gymnasiet Malmö **2018-2021**
EI- och Energi-programmet, spec. Web-design

EXPERIENCE

Server & Receptionist **Summer 2023**
Dashi, Malmö

Service Desk & Warehouse Intern **2020-2021**
NetonNet, Arlöv

eSports Coach **2018-2021**
Various Locations/Organizations

OTHER

Board Member **2017-2018**
Malmö e-sport

**Team Captain of a professional
eSports Team** **2017-2020**