

Erik Kjær Andersen

Level & Game Designer

ABOUT

Born: 1992

Languages:

- Danish (Native)
- English (Fluent)
- Swedish (Conversational)

Hobbies:

- 3x Dungeon Master
- Drawing & doodling
- Metal & pop guitarist

SKILLS

Applications:

- Unity
- Unreal Engine
- Photoshop
- Google Sheets, Jira Monday, Confluence

Technical:

- C# (Basic)
- Blueprints (Intermediate)

Soft skills:

- Optimistic
- Independent
- Team player

EXPERIENCE

2026-present — **Game Designer - Flashbulb Games**
Game and Level Design on *Trailmakers*. Internship part of The Game Assembly education.

2020-2023 — **Level Designer - Tactile Games**
- Match-3 level design on titles *Lily's Garden* + *Penny & Flo*.
- Level production & release management.
- Co-desiged game mechanics.
- Onboarding new designers.
- Data analysis, level maintenance.
- Documentation.

2020 (feb-jul) — **Level Design Intern - Italic**
Designed and developed levels for the point & click puzzle adventure Midnight Girl.

2019 (jun-oct) — **QA - Die Gute Fabrik**

EDUCATION

2024-present — **Level Design - The Game Assembly, Sweden**
- UE5 + Blueprints
- Level design theory
- Worked on **7 group projects** across genres & engines, in **level** and **game design** roles.

2017-2020 — **Game Design - The Royal Danish Academy (KADK)**
- Studying **Game Design** theory and art
- Unity, Blender, Photoshop

VOLUNTEER WORK

Storyboat - Game & Level Designer
Part-time work for a startup on a 3D puzzle sidescroller on-site in Cracow in 2024. Worked in UE5.

Copenhell - Game Jam Winner & volunteer
Won a competition in 2018 and got to design a metal-themed arcade game for the audience to play at the Copenhell metal festival.
I continued to work with games for the festival the following year.

Nordic Game Jam (2019) - Volunteer work

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