

# Tiger Tjellesen

## Level Designer



### EDUCATION

#### LEVEL DESIGN *The Game Assembly 2024 - Ongoing*

- Higher Vocational Education in Level Design
  - Level Design
  - Visual Scripting
  - Narrative Design
  - Composition & Worldbuilding
  - 7 Multidisciplinary Game Projects
  - 1 Pre-Production Project

#### MUSIC PRODUCTION *Lunds Universitet 2022 - 2023*

- Collaborative Production Projects



### EXPERIENCE

#### WAITER *Hotel Öresund 2023 - 2026*

- Worked in close collaboration with team members to deliver high quality service and hospitality for guests.
- Developed strong communication skills and proficiency in interacting professionally with co-workers and guests.

#### PERSONAL ASSISTANT *Humana 2020 - 2026*

- Worked closely with disabled people and helped them with their basic needs.
- Developed experience in patience, care-giving, adaptability and handling unforeseen events.

### CONTACT

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### ABOUT ME

Hi! As an aspiring level designer and storyteller i'm always seeking new experiences and opportunities to learn more about my interests.

I have a passion for helping others and hope to one day be apart of a team where I can work closely with wonderful people and grow both as a designer and as a person!

### SKILLS

- Unreal Engine
- Visual Scripting
- Narrative Design
- Blueprints
- Unity
- Perforce (P4V)
- YouTrack
- Communication

### LANGUAGES

- Swedish — *Native Language*
- English — *Full Professional Proficiency*
- Danish — *Good Understanding*