

Level Designer with **3+ years of experience** designing and implementing gameplay systems, quests, and levels across Unity, **Unreal Engine**, and Decima. Experienced collaborating with multidisciplinary teams to prototype, iterate, and ship player-facing features. Recently **designed a full side quest at Guerrilla Games and shipped a VR puzzle game on Steam** as lead designer. Built **gameplay prototypes in Unreal Engine 5** using Blueprint scripting and world editing tools. Passionate about systemic gameplay, combat readability, and narrative-driven action games.

WORK EXPERIENCE

[GUERRILLA, HORIZON HUNTERS GATHERING](#)

SIDE QUEST DESIGNER (IN ADDITION TO RELEASE QA INTERNSHIP)

FEB 2025 - JUNE 2025

Encounter design:

- Defined the quest's narrative arc (character conflict and resolution) and created NPC encounters to drive the story forward.
- **Designed an objective-driven combat mechanic aligned with narrative goals**, and used user test data to validate ~30% gains in player collaboration, perceived difficulty, and fun factor.

Level design:

- Defined which existing World Art Blocks (WABs) best accommodated the encounters, creating memorable gameplay.
- Defined quest progression, completion variants, and implemented the quest skeleton in Decima, **creating non-linear gameplay**.

Radical iteration

- Following direction feedback, the quest structure **was completely reworked into modular encounters**, shifting from cutscenes and NPCs to **implementing narrative via WABs and character callouts**. This reduced production costs and allowed for flexible completion (e.g., regardless of player's position in the world or story).

Cross-discipline collaboration:

- Collaborated daily with Environment Artists to maintain area lore integrity, Narrative Designers for character motivations, and World Designers to integrate the quest into the existing game structure.

[IKEV \(STEAM\)](#)

GAME DESIGNER (UNITY, C#, GIT)

FEB 2023 - JUNE 2024

Led the year-long development and successful Steam launch of the VR puzzle game, achieving **82% positive reviews**. As the sole designer, created and maintained all project briefs and design documentation.

Puzzle design:

- Designed core systemic mechanics (disassembly, recombination) to facilitate emergent puzzle-solving, creating an environment where object interactions **produced varied, unscripted outcomes**.
- Increased difficulty by removing furniture parts and manuals and using peculiar asset design.

Level design:

- Defined the placement of the player spawn, puzzles, and onboarding equipment to create a seamless experience where **movement and discovery were a puzzle on their own**.
- **White-boxed the level in Unity**, defining object scale and placement to prepare the environment for art passes.
- Integrated a tutorial system with audiovisual hints, ensuring intuitive onboarding.

Radical iteration:

- **Completely reworked the core game loop** three times and **redesigned player onboarding** four times to optimize clarity for novice VR users, resulting in a challenging but clear experience.
- Introduced limitations to the free-placement socket system, increasing guidance and puzzle challenge.

[THE CITY OF KOUVOLA](#)

NOV 2022 - JUNE 2023

GAME DESIGNER (UNITY, GIT)

I was hired to lead the **six month** prototype development of MeiänKouvola, a **educational mobile game** introducing preschool children to city services through interactive tasks. Starting from an existing game design brief, I designed and maintained **a point-based economy system** to drive **progression, rewards, and competition**. I **crafted level sequences** from pre-determined tasks scattered around the map of the city to establish a **smooth difficulty curve** and keep young players engaged throughout **4 weeks of daily playtime**.

Additionally, I developed clear, detailed **technical documentation** based on the brief and GDD, providing alignment for developers and stakeholders. This design approach effectively created an educational **experience tailored to young audience**.

PERSONAL PROJECTS

Journey Modular Kit - (Unreal Engine, Maya)

Created a greybox modular environment inspired by Journey, focusing on terrain sculpting, modular asset placement, and environmental composition. Modified player controller Blueprints and implemented cinematic camera movement using Sequencer.

Quake Level - (TrenchBroom)

Designed and built a combat-focused FPS level exploring pacing, spatial flow, and encounter readability within classic Quake movement and combat systems.

Tomb Raider Level (In Progress) - (Unreal Engine)

Developing a traversal and combat space using greybox modular assets and terrain tools. Modifying AI behaviors in the AGLS system by Jakub W, including behaviour trees, navmesh/navlinks debugging, and Blueprint adjustments based on documentation.

TOOLS

Development	Unity, Unreal Engine 4/5, Decima, C#, C++, JavaScript, blueprint programming
Concepting & Skeleton	Paper prototyping, DungeonScrawl, Twine, Miro, Lucid
Version Control	GitHub, Perforce, Bridge
Project Management	Jira, Confluence, Google Workspace

REFERENCES

Guerrilla, Lead Quest Designer
BLAKE REBOUCHE bigrebo@gmail.com

PlayStation Studios, Senior Functional QA
JAMES BERGIN james.bergin@sony.com

Rovio, Associate Game Designer
ALI IRDIREN airdiren@gmail.com

MORE ABOUT ME

IGDA Finland Board Member 2024 - improving the game dev community and tackling anti-harassment processes.

IGDA Finland Volunteer 2022-Present - organizing and promoting events.