



# ELLIOT CELION

## LEVEL DESIGNER

## EDUCATION

### THE GAME ASSEMBLY - LEVEL DESIGN

Higher Vocational Education

2023 - Present

- Advanced Level Design
- Visual Scripting
- Technical Design
- Composition and World Building
- Seven Game Projects

### VÄGGA GYMNASIUM, KARLSHAMN

Highschool Education - Technology

2020 - 2023

- Scholarship
- Programming 1 & 2
- Design
- Arts and Crafts

## ABOUT

My greatest joy comes from seeing people react to what I create. Game development is the perfect blend of my biggest passions—architecture, music, film, art, and design. I strive to grow, impress, and inspire.

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## SKILLS

### Software

- Unreal Engine
- Unity Engine
- Hammer Editor
- Blender
- Photoshop

### Programming

- Blueprints
- Fundamental C# & JavaScript

### Version Control

- Perforce
- Github

### Projectmanagement

- Scrum
- Youtrack

## LANGUAGES

Swedish (Native)

English (Professional Proficiency)

## WORK EXPERIENCE

### CARE TAKER - RIKSBYGGEN

July - August 2023

- Independent planning
- Looking after residents

June - August 2024

### FILM DIRECTOR - FILMREGION SYDOST

June - August 2022

- Planning, writing, acting, cinematography
- Working with one cameraman

### INTERNSHIP - THE STATION

One Week 2019

Game studio (Now part of Thunderful Games)

- Playtesting
- Programming

## MERITS

### GAMEJAM - SLIME AND DIME

- Game Design
- Scripting

### CREATING CS GO WORKSHOP MAPS

- Over 350 hours experience in Hammer
- Creating and playtesting