




# ALFRED LÖFVING

## LEVEL DESIGNER

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## Work Experience



### **Level Designer, King, Stockholm 2018 - Current**

(Level design, Candy Crush Saga, Crash on the Run)

*Designed over 400 original levels for Candy Crush Saga and several dozens for Crash on the Run, balanced existing levels using real-time data, lead the design of several new in-game features, documented existing and new in-game features, contributed with level design expertise in external projects, re-designed early game levels to improve the first-time user experience, and assisted in improvements of the team's workflow processes.*



### **Level Design Intern, Crackshell, Stockholm 2016**

(Level design, sound design, Serious Sam's Bogus Detour)

*Designed a level for Crackshell's game Serious Sam's Bogus Detour that was released alongside the final product. I also worked on the implementation of sound effects in sound engine FMOD.*

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## Education



### **Future Games, Stockholm 2016 – 2018**

(Vocational game development education)

*While studying theoretical game design, I further expanded my knowledge and skills in game development through game projects and courses in game design, level design, and scripting. Coursework strove to simulate current industry practices and placed heavy emphasis on teamwork and organization.*



### **Södertörn University, Stockholm 2013 – 2016**

(Bachelor, game design and project management)

*Working individually and as part of teams, I applied skills gained through my coursework in theoretical game design to create several games in Unity 3D. I also wrote several essays on game design theory and the use of sound within games.*

## Game Projects

### **Crash on the Run, King**

#### **Level designer** 2020 - current

A 3D mobile runner game featuring the famous bandicoot. I am currently a level designer in a small team committed to creating new levels and improve the existing content.

### **Candy Crush Saga, King**

#### **Level designer** 2018 - 2020

The hit mobile game classic launched in 2012. I worked on level design and the game design and development of new gameplay mechanics.

### **Salali**

#### **Lead design** 2016

A single-player 3D platformer made in Unity with C#. I worked on gameplay design, scripting, level design, music composition, and sound design.

### **Frankentoy's Great Escape**

#### **Level design** 2016

A single-player 2D puzzle-platformer made in Unreal Engine. I worked on gameplay design, blueprint scripting, and level design.

### **Escape from Castle Galdor**

#### **Level design** 2017

A single-player virtual reality game made in Unreal Engine. I worked on level design and ambient music composition.

### **Box Game**

#### **Solo project** 2017

A single-player 2.5D platformer prototype made in Unity with C#. A solo project in which I designed the gameplay, controls, enemies, levels, visual effects, and sound.

### **Valhalla Racing**

#### **Scripting** 2017

A multi-player kart-racing game made in Unity with C#. I worked on gameplay design, implemented animations, and scripted the multiple hazards that players encounter on the racetrack.

## Additional Skills

Swedish – Native speaker

English – Professional

Work experience in US & UK

Scrum & Agile work processes

Driver's license

FL Studio

Photoshop

## Additional Merits

### **Cities Skylines**

#### **QA** 2016

Provided quality assurance on *Cities Skylines* through exploratory testing and reporting of bugs through the issue tracking platform Jira.

### **Skylar and Plux**

#### **Level design** 2016

Designed a level for 3D platforming game *Skylar and Plux* using its existing assets. The level was very well received by the company CEO of Right Nice Games.

### **Valhalla Racing**

#### **Game pitch** 2017

Designed, scripted, and presented the pitch for *Valhalla Racing*. The presentation was well received by teaching staff as well as industry professionals in attendance from DICE, Avalanche, and King, who called it inspiring and professional.

