

Mattias Persson

Level Designer & Scripter

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Projects

XDefiant - Level Design | Q1 2023 - Present

XDefiant is currently in development by **Ubisoft** where I work as a Level Designer.

On this I've got ownership over multiple levels. Designing, prototyping new mechanics

Assassin's Creed Nexus - Technical Level Design | Q2 2020 - Q1 2023

Assassin's Creed Nexus is currently in development by **Ubisoft** where I worked as a

Technical Level Designer. During this time I worked with the mission design team and

did initial implementation of a lot of new systems, tools development,

tech ownership of levels developed within dusseldorf and support in the recruitment process

The Cabin - Programming | Q3 2018 - Q4 2019

The Cabin is a first-person narrative game of memories, cabin culture and beautiful nature. Where I

worked with designing and creating gameplay mechanics as well as creating the transition system

between memories. The game is made with **Unreal Engine 4** and developed by **Tellicherry Games**

Spelkollektivet - Game / Level Design / Scripting | Q1 2019 – Q3 2019

Spelkollektivet is a game dev co-living place where I lived for 7 months and worked on my own indie game.

The game was a 2d castlevania game where I designed and scripted the combat system as well as

the different gameplay mechanics in the game. The game was made with **Unreal Engine 4**

Rain of reflections - Game / Level Design / Scripting | Q1 2017 – Q1 2018

Rain of reflections is an atmospheric cyberpunk role-playing adventure game where every choice is

permanent and comes with consequences on the world and character. On this I worked with game design,

level design, combat system, ai behaviour and scripting interaction. The game was made with

Unity by **Lionbite** and it has also been released on Steam

Strange Brews - Level Art / Scripting | Q1 2017 – Q1 2018

Strange Brews is a Top down/First-person Management game where you take the role as the tavern

keeper. As the keeper you will have to try to get more customers to run a successful tavern. On that

I worked on scripting the mechanics in the game and arting most of the rooms and environment. The

game was made with **Unreal Engine 4** by **Lost Anchor Games**

Ropes' Adventure - Scripting | Q2 2016 – Q3 2016

Ropes Adventure is a 3rd person adventure-platformer where you play Ropes a red panda that is in

search for his lost grandfather. Made in **Unity** scripted in **C#** In this project I scripted puzzle mechanics

and the collectable system.

This game also won "Best Execution in Design" & "Game of the year" in Swedish game awards 2017

Super Neon Drifter - Scripting | Q1 2016 – Q2 2016

Super Neon Drifter is a 3rd person local-coop vehicle based game where you will have to try to get the

height score by destroying enemies/targets and survive as long as possible. In this project I worked on the

player vehicle and the coop mechanic. I also worked on the enemies and background stuff like a high score

system. The game was made with **Unreal Engine 4**

This game also won "Best Execution in Art" in Swedish game awards 2016

Education

Futuregames - Game design | 2015 – 2017

In Futuregames I extended my interest in game design, level design & scripting where I also got to expand my knowledge in **Unreal engine 4** and **Unity**

Bromangymnasiet - Industry Engineering | 2012 – 2015

During this time I extended my interest in programming, web development & computer controlled production

Game Jams

Jame Gam Christmas Edition - Scripting | Q4 2022

1 week, in group of 3, theme was “Christmas & Gifts”, 2.5D side-scroller using **Unreal Engine 4**

Global Game Jam - Scripting | Q1 2019

48 hours, in group of 5, theme was “What home means to you”, Text adventure game using **Unreal Engine 4**

UE4 Summer Jam - Scripting | Q3 2018

5 days, in group of 3, theme was “Make it count”, 3rd person flying shooter game using **Unreal Engine 4**

Game Maker's Toolkit - Scripting | Q3 2018

48 hours, in group of 4, theme was “Genre without mechanic”, top-down dungeon crawler using **Unreal Engine 4**

Global Game Jam - Scripting | Q1 2018

48 hours, in group of 6, theme was “Transmission”, top-down local asymmetrical using **Unity**

Game Maker's Toolkit - Scripting | Q3 2017

48 hours, in group of 4, theme was “Dual Purpose”, top-down dungeon crawler using **Unreal Engine 4**

Forsbergs Game Jam - Scripting | Q3 2017

24 hours, in group of 3, theme was “Eternity”, top-down local-coop game using **Unreal Engine 4**

Castle Game Jam - Scripting | Q3 2016

1 week, in group of 3, theme was “Dimensions”, first person shooter using **Unreal Engine 4**

DreamHackathon - Scripting | Q3 2015

24 hours, in group of 3, theme was “Materials Reimagined”, 3rd person platformer using **Unreal Engine 4**

Exhibitor

Futuregames Exhibitor - Comic con/Gamex

During Comic con/Gamex 2015 I helped run the Futuregames booth, where I talked with attendees about the school and showed of our game project

Focus Test

Fatshark - Vermintide | 2016

Tested unreleased content on site in group of four and provided feedback

Skills

Unreal Engine 4	Outlook	Autodesk Maya
Unreal Engine 5	Miro	Scrum
Unreal Blueprints	Defold	Perforce
Unity	Adobe Photoshop	Tortoise SVN
Unity C#	HTML, CSS, PHP	Autodesk Maya
Jira	Microsoft Word	Microsoft Teams
Confluence	Microsoft Excel	Microsoft Powerpoint
Snowdrop	Visual Studio 2019	JetBrains Rider
Hammer (Source Engine)	Blender	

Language

Swedish (Native)
English (Fluent)
Japanese (Beginner)