



GABRIEL HENNINGSOHN

TECHNICAL LEVEL DESIGNER

CONTACT

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Stockholm, Sweden

SKILLS

Areas of Expertise

- Level Design
- Game Design
- Visual Scripting

Development Software

- Unreal Engine
- Unity
- Blender

Version Control

- Perforce
- GitHub

Project Management

- Youtrack
- Jira
- Miro
- SCRUM

LANGUAGES

- Swedish (Native)
- English (Professional Proficiency)



ABOUT ME

I am a social person with an affinity for technical design and a keen eye for level flow. I believe strongly in the exchange of knowledge to grow: I am happy to help and eager to learn. I have learned how to take one of my biggest interests, playing games, and cultivate it into a profession where I can use my knowledge in the development process.



EDUCATION

The Game Assembly Aug 2023 - Current
Level Design | Higher Vocational Education

Courses include:

- Level Design, Visual Scripting, Technical Design, Worldbuilding & Composition
- 8 Collaborative & Multidisciplinary Game Projects

Södertörn University Sep 2018 - Jun 2021
Game Design & Scripting | Bachelor of Science in Media Technology

Courses include:

- Game Programming, Level Design, Games Entrepreneurship, Game Development & Project Management.
- 6 Collaborative & Multidisciplinary Game Projects in Unity



WORK EXPERIENCE

Itatake AB Apr 2021 - Jun 2021
Game & Level Design Intern

- Prototyped game mechanics for Kloot Arena, testing different designs to identify the most fun and engaging gameplay features.
- Designed and tested different level layouts for Kloot Arena to support the gameplay and enhance player experience.
- Balanced Gumslinger bosses for the June 2021 update to ensure they were both challenging, fair and fun.



OTHER MERITS

Necro Blade 48hrs - May 2024
Game Design & AI | TGA Game Jam

- Game design and scripting implementation of most areas of the game such as AI and player abilities.
- Released on Steam.

Fit Right In 48hrs - August 2024
Game Design & Scripting | GMTK 2024

- Game design and technical design.
- Released on Steam.