

Benjamin Pantzar

Level Designer



[Portfolio Website](#)

[LinkedIn](#)

CONTACT INFORMATION

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Krabbegatan 3B
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LANGUAGES

Swedish – Fluent, Native

English – Fluent, advanced

SOFTWARE SKILLS



UNREAL
ENGINE



unity



ZBRUSH



Adobe
Photoshop



Adobe
After Effects



GitHub



PERFORCE



Trello



miro

WORK EXPERIENCE



Level Designer, Env. Artist – Pixelbite AB

2023 – Until further notice

Full-time in-house employment primarily as Level Designer in addition to other versatile roles such as environment artist when the situation calls for it.



Economy Designer Intern – Meelfoy Games

2021 - 2022

Worked on extensive economy design, game balancing and UI/UX design for the idle mobile game Dogs Den.

EDUCATION



Game Design – FutureGames

2020 - 2022

Two-year vocational university education developing core competency in a simulated work environment with mentorship from industry veterans.



Indie Developer – The Great Journey

2019 - 2020

Secondary education program focusing on indie game development at Karlstad Innovation Park.



Game Design – LBS

2012 - 2015

Three-year upper secondary school education specialized in game design.

STUDENT PROJECTS



Level Designer, Product Owner

Clanker Gangs

January – March 2021 (7 wks.)

Oversaw the agile development of a turn-based strategy game taking on a variety of responsibilities, as well as jury pitching and promotional assets.

Level Design

Gameplay Design

UI/UX

QA

C#

Unity



Level Designer

Seventh Circle

August – September 2020 (4 wks.)

Designed and implemented puzzle mechanics, game pacing, escalating difficulty curve and the final puzzle levels. Also produced the promo trailer.

Level Design

Gameplay Design

QA

Unreal Engine 4