



Oscar Rehnberg

Level Designer

Malmö, Sweden

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Work Experience

Level Design Intern

KING Art Games GmbH

Sep 2024 - April 2025

Designed impactful blockouts, shaped player flow, and crafted dynamic encounters while collaborating across teams through meetings, reviews, and feedback.

Part-time Level Designer

Intrinsic Interactive

2022 - 2024

Level designer for Avengard, a high-fantasy RPG MOBA game. Focus on creating level blockouts from scratch and responsible for increasing performance for engine and assets.

Owner of GraphicsByKnox

GraphicsByKnox

2022 - Present

Founded a company creating custom character figurines through 3D modeling, printing, and hand-painting. Specializes in characters from Blizzard's universe.

Esports Instructor

Sweden Sports Academy

2022 - 2023

Coached kids aged 8-15 in teamwork using Fortnite, emphasizing communication, self-improvement, and game analysis.



Education

Advanced Diploma in Level Design

The Game Assembly, Malmö

2022 - 2025

Produced 8 games while working interdisciplinary with design, art and programming students. Worked simultaneously on individual projects, diving deep into level design.

Bachelor Degree in Computer Science with a focus on Game Development

Malmö University, Malmö

2018 - 2021

Explored game design, programming, and art, focusing on interdisciplinary work. Researched player immersion via dynamic weather systems for bachelor's thesis.



Skills



Unity



Unreal Engine



Blender



Maya



Perforce



Photoshop



Tortoise SVN



C# Scripting



Agile workflow



Languages



Swedish

Native



English

Fluent



French

Beginner