



Oscar Rehnberg

Level Designer



Profile

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Level designer with a strong passion for creating challenging and memorable player experiences. I enjoy collaborating across disciplines to shape unique ideas and bring them to life. I thrive when given the creative freedom to explore, test, and refine new design solutions. I am naturally drawn to building things, from personal game-related projects to woodworking, 3D printing, and data-driven side projects.

Skills:
Blockout / Whiteboxing, Object-oriented Programming, Visual Scripting, 3D Modeling, Set Dressing, Open World Design, Composition, Prototyping

Tools:
Unreal Engine, Unity, Blender, Photoshop, Perforce, Tortoise SVN, Jira, Miro, Excel, Confluence



Work Experience

Junior Level Designer

King Art Games GmbH

May 2025 - Current

Designed large scale open world levels and complex combat sequences while developing new in-house tools together with tech. Integrated key missions into the in-house scripting system. Collaborated with task forces through playtests, design reviews and bug tracking. Worked with external studios as their primary designer to develop new levels for an outsourced project.

Founder & Developer of WorkinGames

Workingames.com

Feb 2026 - Current

Built and launched WorkinGames.com, a niche job board for game development roles designed to help job seekers discover new opportunities more easily. Handled full-stack development, automated job collection pipelines, data validation, and website UX.

Level Design Intern

King Art Games GmbH

Sep 2024 - April 2025

Designed a large open world mission from whitebox to art pass ready blockout. Created dynamic open world encounters while collaborating across teams through meetings, reviews and playtests. Iterated and expanded on in-house tools.

Part-time Level Designer

Intrinsic Interactive

Dec 2022 - Jan 2024

Level designer for Avengard, an unreleased high-fantasy RPG MOBA game. Focused on creating early whitebox levels and metrics. Developed design standards based on competitive market games. Responsible for increasing unreal engine specific performance.

Founder of GraphicsByKnox

GraphicsByKnox

2022 - Present

Founded a company creating custom character figurines through 3D modeling, printing, and hand-painting, with a focus on characters from the Blizzard universe.

Esports Instructor

Sweden Sports Academy

Aug 2022 - Sep 2023

Coached kids aged 8-15 in teamwork, communication, and self-improvement through structured Fortnite-based activities and game analysis.



Education

Advanced Diploma in Level Design

The Game Assembly Malmö

Sep 2022 - April 2025

Produced 8 games while working interdisciplinary with design, art and programming students. Worked simultaneously on individual projects and received feedback from industry professionals. Diploma included an internship at KING Art Games GmbH.

Bachelor Degree in Computer Science with a focus on Game Development

Malmö University

Aug 2018 - Dec 2021

Focused on game development with C# and Unity, alongside broader computer science studies ranging from agile workflows to databases and rendering. Researched player immersion through dynamic weather systems for my bachelor's thesis.