

ANDERS PETERSSON

SENIOR LEVEL DESIGNER

+4673-573-0695

contact@anders-petersson.com

Stockholm, Sweden

www.anders-petersson.com

WORK EXPERIENCE

Payday 3

Starbreeze Studios 2022 - Present

- Designing levels from pitch to prototype to final product
 - Creating interesting and impactful level layouts
 - Working closely with artist both inhouse and outsourced
 - Designing objective flow & moment to moment gameplay
 - Designing & creating gameplay puzzles and obstacles
 - Working with the games existing systems and design
 - Working with narrative to create an immersive experience
- Writing scripts with the narrative department and implementation of VO
- Tutoring and mentoring junior level designers

Payday 2

Starbreeze Studios 2017-2022

- Returned in 2023 to design the final boss battle of the game
- Designed over 10 shipped heists between 2017 -2022
- Was acting lead between 2020-2022
 - Lead the creative direction and improving work methods
 - Trained and tutored new LD's for the reboot in 2019
- Designed 3 PVP levels for the Crimewar project in 2019

Raid: World War II

Starbreeze Studios 2017

- Designed and created levels for Lion Game Lion
- First introduction to the Diesel engine

Ropes Adventure

Futuregames 2016

- Level & puzzle design and coding
- UI & menu design and coding
- Winner of the Swedish Game awards in 2017 for Game of The Year and Best execution in design

SKILLS

- Scripting
- Level Design
- Blueprints
- Prototyping
- Set dressing
- Agile Scrum Methods
- UI/UX
- C# & Java

SOFTWARE

- Unreal Engine
- Unity
- Diesel
- Adobe Photoshop
- Adobe Illustrator
- Visual Studio

EDUCATION

Futuregames

2015-2017

Game Development with a specialization in Design

C3L

2009-2011

Web Development - Rich Internet Application Specialization

Fredrika Bremer

2005-2008

Technology with a specialization Programming and Electronics