



ELLIOT CELION

LEVEL DESIGNER

EDUCATION

THE GAME ASSEMBLY - LEVEL DESIGN

Higher Vocational Education

2023 - Present

- Advanced Level Design
- Visual Scripting
- Technical Design
- Composition and World Building
- Seven Game Projects

VÄGGA GYMNASIUM, KARLSHAMN

Highschool Education - Technology

2020 - 2023

- Scholarship
- Programming 1 & 2
- Design
- Arts and Crafts

WORK EXPERIENCE

CARE TAKER - RIKSBYGGEN

July - August 2023

- Independent planning
- Looking after residents

June - August 2024

SHORT FILM DIRECTOR - FILMREGION SYDOST 2023

- Planning, writing, acting, cinematography
- Working with one cameraman

INTERNSHIP - THE STATION

2019

Game studio (Now part of Thunderful Games)

- Playtesting
- Programming

MERITS

GAMEJAM - SLIME AND DIME

- Game Design
- Scripting

CREATING CS GO WORKSHOP MAPS

- Over 350 hours experience in Hammer
- Creating and playtesting

ABOUT

My greatest joy comes from seeing people react to what I create. Game development is the perfect blend of my biggest passions—architecture, music, film, art, and design. I strive to grow, impress, and inspire.

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SKILLS

Software

- Unreal Engine
- Unity Engine
- Hammer Editor
- Blender
- Photoshop

Programming

- Blueprints
- Fundamental C# & JavaScript

Version Control

- Perforce
- Github

Projectmanagement

- Scrum
- Youtrack

LANGUAGES

Swedish (Native)

English (Professional Proficiency)