

# MIRIAM KATZ

## LEVEL DESIGNER

### ABOUT ME

I'm a level designer with a strong focus on creating intricate environments with careful attention to detail.

I want to work with other designers that share my passion for creating compelling experiences in a driven and social environment.

I'm looking for an internship as a level designer or level artist.



## MY CONTACT



+46764056220



katz.l.c.miriam@gmail.com

## Adress

Fredsgatan 9b, 172 33

## Skills

Unreal engine

Unity

Visual Scripting

SCRUM

Blender

Da Vinci Resolve

Krita

Photoshop

Perforce

## Languages

Swedish - Native

English - Fluent

French - Beginner

Japanese - Beginner

## Other Merits

Created 7 games in teams at TGA as a level designer.

Took part in

Avalanche Studios

"Next Face" project.

## EDUCATION

### The Game Assembly

Level Design

2021- Present

- Collaborated with other disciplines to design and create a diverse range of game levels.
- Improved my communication skills by giving and receiving constructive feedback during critiques and design reviews.
- Practice Agile work methods and to work under tight deadlines
- Developed deep troubleshooting skills allowing for practical and efficient handling of design challenges.
- Acquired and applied a vast array of level design techniques leading to significant improvements in level design quality

### Stockholms Universitet

English 1

2019/01 - 2019/08

- In- Depth look at English grammar.
- Reading Literature
- Linguistics
- Academic Reading and Writing

### Grillska Gymnasiet 2013 - 2016

Tradional Art and Form

## EXPERIENCE

### Makoto Bento

Kitchen and server staff

2017/08 - 2017/10

- Customer Service
- Working in the kitchen
- Communicating with logistic companies and booking orders
- Waiting tables