

Lars Karlsson

Phone: +46702767023
Mail: contact@larsjohankarlsson.com
Portfolio: **larsjohankarlsson.com**

Work Experience

2022 - Present	**Senior Level Designer** Sharkmob	Developing activities and open-world in *Exoborne.*
2021 - 2022	**Technical Level Designer** Massive Entertainment	Implemented mechanics/systems in *Star Wars Outlaws* and *Avatar: Frontiers of Pandora.*
2019 - 2021	**Level Designer** Massive Entertainment	Developed main missions in *The Division 2: Warlords of New York* and RDA landmarks in *Avatar: Frontiers of Pandora.*
2018 - 2019	**Junior Level Designer** Massive Entertainment	Developed main missions in *The Division 2,* including final level of the game.
2017 - 2018	**Junior Level Designer (Intern)** Massive Entertainment	Developed main missions in *The Division 2.*

Shipped Titles

2024	Star Wars Outlaws
2023	Avatar: Frontiers of Pandora
2020	The Division 2: Warlords of New York
2019	The Division 2

Education

2015-2017	**The Game Assembly** *thegameassembly.com*	Advanced Diploma in Higher Vocational Education in Level Design
2014-2015	**Linköpings Universitet** *liu.se*	Foundation year in Technical Engineering
2005-2008	**Carlsunds Education Centre**	Technology Program - IT

Skills

Unreal Engine 5	*Full professional proficiency. Blueprint expertise; optimization & replication.*
Snowdrop Engine	*Full professional proficiency. Expert in level tools and scripting.*
Unity	*I am comfortable using the program.*
C# for Unity	*I am comfortable using the language.*
Photoshop	*I handle this program well.*
C++	*I have some knowledge.*