

Mikael Danielsson

Level Designer

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Skills

- **Game engines:** Unity, SFML, source, GoldSrc, In-House Engines.
- **Softwares:** Valve Hammer Editor, Blender, Photoshop, MySQL, Ubuntu Server, Visual Studio, Visual Studio Code, In-House Level Editors.
- **Computer Languages:** C#, C++, JavaScript, Python, Lua, php, css, html.
- **Languages:** Swedish (native), English (fluent).

Experience

2020 - present
Level Designer

Full time Level Designer / Scripter and UI Scripter at **Illusion Labs AB**.

2019 - 2020
Level Design Intern

Level design intern at **Illusion Labs AB**.

2014 - 2018
Web Designer

Part time Web Designer at **JDS Ljud & Media Konsult**.

Education

2018 - 2020
Playgroundsquad

Advanced Higher Vocational Education
Game Design, 400 HVE-credits.

2014 - 2015
Malungs Folkhögskola

Alignment Music and Film.

2013 - 2014
Malungs Folkhögskola

Alignment Woodwork.