

ARTEM OLSEN

GAME DESIGNER

CONTACT



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[Portfolio](#)



19083 Gill Creek Rd. Leavenworth WA

SKILLS

Level Design
Systems Design
Unreal Engine 4/5
Scripting
Modular Asset Creation
Documentation
Detail Oriented
Github
Perforce
Draw.io
Creativity
Jira
Confluence

SOFT SKILLS

Strong Work Ethic
Interpersonal
Communications
N4 Level Japanese
Leadership
Basic Level Concept Art
Adobe Premiere Pro

EDUCATION

BACHELORS OF
SCIENCE
2021 - 2023

ACHIEVEMENTS

ADVANCED
ACHIEVEMENT

Level Designer - Bolt Runner - Commercial Title [6/2023 - 9/2023]

Designed all Final Level Design: First documented in Draw.io, followed by Blockmeshing and implementing final designs in Unreal Engine 5.

Created all final 8 levels from planning all the way to final stages of production.

Scripted various Level Mechanics and Level Sequences.

Level Designer - Deep Sea Learning - Commercial Title [6/2023 - 9/2023]

Drafted and planned out stage design. First, in hand drawn concept art, followed by layouts in Draw.io

Built Blockmesh tests: Created 7 sandbox stages with multiple objectives per weekly sprints to test out various level tropes and concepts.

Collaborated with my team and producer on taking feedback, deciding what levels need to be expanded, improved, and determining what would make for a valuable product.

Level Designer - Deep Sea Learning - Internal Title [1/2023 - 3/2023]

Drafted and planned out stage design. First, with hand drawn concept layouts, followed by layouts in Draw.io

Built Blockmesh tests: Created multiple level passes in Unity with ProBuilder in colored blockmesh form. Tested these with user feedback to iterate on them.

Collaborated with my team and Producer on taking feedback. Contributed to several design meetings about the project and character kit features.