

LOVISA WIRTEN

LEVEL & GAME DESIGNER



As a hybrid level designer and architect, I design immersive experiences with a seamless blend of creativity and passion.



Skills:

UNREAL ENGINE

UNITY

BLENDER

PERFORCE

SCRUM

ADOBE SUITE

Portfolio:

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I'm currently looking for an **internship** between **September 2024** → **April 2025**.

EDUCATION

The Game Assembly
August 2022 - 2025

Level Designer

**Royal Institute
Of Technology**
August 2015 - June 2018

Architecture - Master's degree

KU Leuven, Belgium
January 2020 - June 2020

Architecture - Exchange term

**Royal Institute
Of Technology**
August 2015 - June 2018

Architecture - Bachelor's degree

WORK EXPERIENCE

Carlstedt Arkitekter
June 2019 - Present

**Architect
& Tender coordinator, Social media curator**

Participated in architectural projects across diverse scales and stages. From initial sketching to detailed plans.

Coordinated tender processes, preparing comprehensive materials and securing projects for the firm.

Carlstedt Arkitekter
June 2018 - June 2019

**Architect - Internship
& Social media curator**

The internship enabled me to contribute as an architect, fostering an understanding of the field through hands-on work and diverse project exposure.

Curated content for social & digital media .
Created media for ads & videos.

GameStop
March 2014 - July 2015

Store manager

Managed retail store operations, including staffing, inventory, and customer service, while driving sales strategies to meet targets.

Managed hiring, training, and performance evaluations. Ensured store compliance with company standards and maintained a positive customer experience.