



ELIAS STRANDBERG

Level & System Designer

Contact

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 [Portfolio](#)

 [LinkedIn](#)

 Stockholm

Education

Futuregames

Game Design | 2022 - 2024

Nacka Strands Gymnasium

Game Design | 2017-2021

Skills

Engines

Unreal engine 4 & 5

- Blueprints
- Modded Unreal
- UEFN

Unity

- Modded Unity

Tools & Software

Gaea 1 & 2

Git & Perforce

Jira & Confluence

ClickUp

Slack

Miro & Figma

Languages

Swedish (Native)

English (Fluent)

Introduction

I'm a level/world and system designer with experience across both small and larger teams, working in Unreal Engine, Unity, and modded game engines. I adapt my role to the team's needs by taking broader design responsibility in smaller projects and focusing on level and system design in larger productions, always seeing the game through the player's eyes.

Work experience

Level/System Designer & Release Manager

Aurora Punks | 2024 - 2026

At Aurora Punks I was a Level/world & System Designer with responsibility as assistant Release Manager.

Size: 10-15 people

Scale: Indie / AA

Responsibility: Blockout to arted, polished levels. Prototyping & gameplay balancing

Community Experience

Chairperson student union

GameChangers | 2022-2023

- Founded Future Game Awards
- Connection between the school and students

Community manager

Premium Ark Survival Ascended Mod | 2025-2026

- **Discord:** Answering player questions & Posting patch notes
- **Feedback:** Gathering player feedback & communicating with Devs
- **Streamers:** Collaboration for campaigns & joined "Meet the devs" stream

Projects

Alara Prime - Level Designer - Aurora Punks

Engine: UE5 / PC & Consoles | Unreleased

I worked as a level & system designer on a unannounced multiplayer FPS game.

- **Level Design:** Level blockouts & iterations
- **Gameplay Design:** Weapon balancing & general gameplay balancing
- **System design:** Paper design for economy, ranked & retention

Premium Ark Survival Ascended Mod - World Designer - Aurora Punks

Engine: UE5 / PC & Consoles | January 2025

I was the World & System designer & Level Artist for fantasy themed Ark map with new weapon system.

- **World design:** Sculpting terrain & creating level flow guidelines with landmarks
- **System Design:** Designing & creating mechanics for weapons using blueprints
- **Level artist:** Lighted & dressed the world with foliage & props

Projects

● **Narrative single-player** - Level designer - Aurora Punks

Engine: UE5 / PC | Unreleased

I was a Level & system designer working with concept artist & programmers.

- **Level design:** creating blockouts for paintovers and iterating with artist.
- **Gameplay design:** Designing player mechanics and level mechanics.
- **Scrum Master:** Holding stand ups & sprint planning for team of 5 people

● **KreatureKind** - Release manager - Aurora Punks

Engine: UE5 / PC & Consoles | Released April 2025

On KreatureKind I worked as Release manager.

- **Platforms:** Communication with Microsoft, Sony and Steam setting release date, price and setting up the product on all platforms.
- **Certification:** Sending in builds to CERT and communication with programmers and QA on bugs & and information from platforms.

● **Vanagandar** - Level & System designer - Graduation Project

Engine: UE5 / PC | Released December 2023

I was the World & System designer & Level Artist for fantasy themed Ark map with new weapon system.

- **World design:** Sculpting terrain & creating level flow guidelines with landmarks
- **System Design:** Designing & creating mechanics for weapons using blueprints
- **Level artist:** Lighted & dressed the world with foliage & props

● **Sir Whoopass** - Release Manager & QA - Aurora Punks

Engine: Unity / Console | May 2025

On Sir Whoopass I was 1 of 2 release managers and also QA where

- **Platforms:** Communication with Microsoft, Sony and Steam setting release date, price and setting up the product on all platforms.
- **Certification:** Sending in builds to CERT and communication with programmers and QA on bugs & and information from platforms.
- **QA:** Playtest and report bugs back to programmers and verify reports from platforms regarding bugs & general issues in the game.