



# JOAKIM JOHANSSON

## LEVEL DESIGNER

### INFO

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#### Location

Stockholm, Sweden



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#### Portfolio

[joakimjohansson.weebly.com](http://joakimjohansson.weebly.com)

### SKILLS

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### EDUCATION

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#### GAME DESIGN • 2020–PRESENT • FUTUREGAMES

I currently study game design at Futuregames, with a focus on level design.

#### BACHELOR OF AUDIO PRODUCTION • 2014–2016 • SAE INSTITUTE

Studied various audio production and engineering subjects. Majored in audio for games.

#### MUSIC PRODUCTION • 2009–2012 • LJUD & BILD-SKOLAN

In high school I studied various audio and music production subjects.

### WORK EXPERIENCE

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#### ADVANCED SUPERVISOR/TEACHER • SAE INSTITUTE • 2017–2019

I taught students audio engineering and production, as well as coached them during their practical assignments.

#### AUDIO ENGINEER • SELF EMPLOYED • 2015–PRESENT

I have handled the audio for live concerts, mixing and mastering music and various other audio productions.

#### PERSONAL ASSISTANT • KUNGSBACKA KOMMUN • 2012–2014

I worked with helping people with disabilities through their daily lives.