



ALFRED LÖFVING

LEVEL DESIGNER



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Work Experience



Gameplay Level Designer, King, Stockholm (2018 - Current)

(Level design, Game Design, Candy Crush Saga, Crash on the Run)

Designed a wide range of levels for Candy Crush Saga and Crash on the Run, showcasing expertise in crafting captivating and challenging gameplay experiences. Utilized data-driven insights to balance live levels. Spearheaded the design of innovative gameplay features and provided gameplay expertise in the development of other game features, contributing to the overall success of several teams.



Level Design Intern, Crackshell, Stockholm (2016)

(Level design, sound design, Serious Sam's Bogus Detour)

Contributed to the development of Serious Sam's Bogus Detour by designing a level that was released as DLC alongside the final release. Additionally, played a key role in the implementation of sound effects using the FMOD sound engine

Education



Future Games, Stockholm (2016 – 2018)

(Vocational game development education)

Deepened my understanding of game design knowledge with hands-on experience in game projects and specialized courses covering game design, level design, and scripting. Participated in coursework that closely simulated current industry practices, emphasizing teamwork and organizational skills development.



Södertörn University, Stockholm (2013 – 2016)

(Bachelor's degree, game design and project management)

Applied theoretical game design concepts acquired during coursework to develop multiple games in Unity, both independently and collaboratively. Authored essays exploring game design theory and completed a dissertation focused on the role of sound in video games.

Games

Candy Crush Saga, King

Gameplay Level Designer

2018 - 2020, 2022 - current

Contributed to the ongoing success of the hit mobile classic by actively engaging in level and game design. Created compelling levels and played a pivotal role in driving the design of in-level gameplay features.

Crash on the Run, King

Level Designer 2020 - 2022

Contributed to the design and development of the 3D mobile runner in Unity. Designed levels with diverse challenge types and difficulty levels.

Additional Skills

Swedish – Native

English – Professional

Work experience in the US & UK

Unity

Unreal Engine

Additional Merits

Cities: Skylines

Quality Assistance 2016

Provided quality assistance for *Cities: Skylines* by conducting exploratory testing and reporting bugs through the Jira issue tracking platform, as part of coursework at Future Games.

Skylar and Plux

Level design 2016

Crafted a captivating level for the 3D platforming game Skylar and Plux. The level garnered positive feedback from the CEO of Right Nice Games, highlighting its successful reception, during my coursework at Future Games.

Valhalla Racing

Game pitch 2017

Designed, scripted, and presented a pitch for the Future Games project *Valhalla Racing* as part of coursework. The presentation received very positive feedback from industry professionals at DICE, Avalanche, and King, who described it as inspiring and professional.