



# ERIK GATEWOOD

## Level Designer

### ABOUT ME

I'm a driven and enthusiastic level design student currently searching for an internship to conclude my studies. I have experience in multiple game engines, working with tight deadlines and a keeping a high tempo while working. I'm excited to utilize my skills to create new experiences and I am motivated to go the extra mile to create something extraordinary.

### EDUCATION

#### The Game Assembly

2024 - 2027

Vocational college education in Level Design  
This is my current education where I am deepening my knowledge of Unreal Engine, Unity and the process of creating games.

#### Blekinge Institute of Technology

2021 - 2024

Bachelor of arts in Digital Image Production  
During this education I learned to use various programs to create images, 3D models and animations

### EXPERIENCE

#### Supermarket Employee

2019 - 2021

ICA Supermarket Östra Husby

Communication skills

Directing staff

Responsibility for various sections

### OTHER ACHIEVEMENTS

I worked on the 2D precision platformer game Unbound which is available on Steam



### CONTACT

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### SKILLS

- Unreal Engine 5
- Unity
- Blender
- Krita
- Communication
- Problem solving
- Working iteratively



### LANGUAGES

- Swedish - Fluent
- English - Fluent
- Japanese - Basic



### AWARDS

April 2025 | The Rookies

- Pawn's Gambit; Mobile puzzle game
- Winner of the People's Choice Award
- Runner Up for Mobile Game of The Year