

HANNA HINDERSON

LEVEL DESIGNER

ABOUT ME

Level Designer with a background in architecture and visualization. I love crafting thoughtful, engaging, and visually appealing levels, while always keeping player experience and storytelling at the core. I'm driven by collaboration and constantly looking for new ways to create memorable gameplay moments.

SKILLS

Unreal Engine & Unity
Github & Perforce
Blender & Sketchup
Photoshop, Illustrator & Indesign
Scrum & Agile workflow

Languages
Swedish - Native
English - Fluent

SCHOLARSHIP & AWARDS

- Nominated for Best Mobile Game at The Swedish Game Awards for "Impfiltration"
- Graduated with scholarship for bridging faculty and students in the AVC Program Council at Malmö University

CONTACT INFO

Phone number: +46 708 39 63 09
hanna.hinderson@gmail.com
hannahinderson.wixsite.com/portfolio
linkedin.com/in/hanna-hinderson/

WORK

Level Designer - Planet of Lana II

2024-2025 | Wishfully

- Worked on Planet of Lana II - Children of the leaf, a 2.5D puzzle platformer set to release 2026. Created in Unity.
- Designed, built and iterated on levels for multiple biomes.
- Worked on the level art, taking scenes from blackout to believable and visually appealing environments.
- Collaborated closely with the Game Design team, blocking out, playtesting and iterating on puzzles.
- Started as an Intern as a part of my Level Design education.

Claims Adjuster

2022 - 2024 | Van Ameyde Malmö

- Administrative work as a consultant with claims settlement in work-related accidents.

Technical Assistant Teacher in Urban Design

2020 - 2023 | Malmö University

- Technical assistant for 3D visualization across two courses in the 2022-2023 academic year. Worked as a student assistant 2020-2021.
- Provided support to students in Autocad, Sketchup, V-Ray, Photoshop, and Indesign.
- Guest lectured and tutored second-year students on the basics of texturing and V-Ray for Sketchup.
- Recurring invited guest critic in the course Built Environment: Fundamentals of Architecture.

During 2016-2020 I worked at various restaurants around Karlskrona

EDUCATION

The Game Assembly

2022 - 2025 | Level design

- Level Design focus with courses in Scripting, Composition, Graphics, World Building and Technical design.
- Worked on eight cross-disciplinary student game projects.
- Involved in founding the student union at TGA.
- Served on the events committee.

Malmö University

2018 - 2021 | Architecture, Visualization & Communication

- Redesigned and created blueprints for urban areas, based on site analysis and scientific methods.
- Bachelor's degree in Built Environment.
- Elected vice president and later president of the student association Urbana Studententer

Törnströmska Gymnasiet

2013 - 2016 | Game Graphics, 3D Modeling and Animation