

LASSE VON FINTEL SOSTACK

EXPERIENCED LEVEL DESIGNER



Email: contact@lassesostack.com

LinkedIn: [/in/lasse-sostack](https://www.linkedin.com/in/lasse-sostack)

Portfolio: lassesostack.com

Location: Aalborg, Denmark

PROFILE

Level Designer with 3.5 years of experience and a co-founder of *Tunnel Vision Games*. I'm a team player who is also comfortable working independently. I possess a good sense for space, pacing, puzzle design, game design, mechanic restrictions and possibilities, logic and creative thinking as well as a mind full of ideas - all skills that have been beneficial in bringing levels from the idea phase to fully implemented rooms in the 3D first person puzzle game *Lightmatter*.

EDUCATION

Master of Science in Information Technology - Interactive Digital Media

University of Aalborg, Denmark

2016

Bachelor of Science in Medialogy

University of Aalborg, Denmark

2014

EXPERIENCE

- Level Designer & Co-founder at Tunnel Vision Games ApS** Sept. 2016 - Mar. 2020
Designing and implementing levels in a 3D first person puzzle game
 - Fully implementing levels from sketched ideas to rooms in the game
 - Fully implementing level functionality with an inhouse scripting tool
 - Designing puzzle and mechanic concepts within the rules of the game universe
 - Sequencing levels to control learning curve, flow and pacing
 - Framing and cleaning up levels for increased clarity and overview
 - Quality and user testing levels and finding solutions to potential issues
 - Responsible for the level design of a game from idea to a full commercial release

tunnelvisiongames.com | lightmattergame.com
- QA & UX Manager Internship at DADIU** Aug. 2015 - Dec. 2015
Supporting a 15-man developer team during two game implementations
 - Planning, constructing and conducting user tests and interviews
 - Quality testing game builds
 - Communicating test findings to the developer team
- University Assistent at Aalborg University** Mar. 2013 - Jan. 2014
Modeling and texturing 3D-buildings of Aalborg City for the CultAR-Project

TOOLS & SKILLS

- Unity
- ProBuilder
- Playmaker
- Blender
- Git (*SourceTree*)
- Jira/Trello
- ◆ Level design
- ◆ Puzzle design
- ◆ Game design
- ◆ 3D-modeling
- ◆ Greybox prototyping
- ◆ Agile development
- ◆ Quality assurance
- ◆ User testing