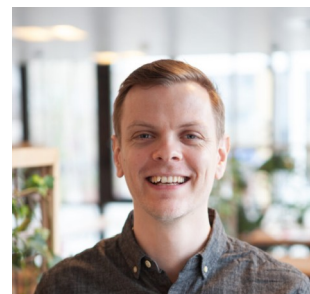


LASSE VON FINTEL SOSTACK

EXPERIENCED LEVEL DESIGNER

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Location: Aalborg, Denmark | **LinkedIn:** [/in/lasse-sostack](https://in.linkedin.com/in/lasse-sostack)



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 with 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 June 2016
University of Aalborg, Denmark

Bachelor of Science in Medialogy June 2014
University of Aalborg, Denmark

EXPERIENCE

- **Co-founder & Level Designer 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

<http://tunnelvisiongames.com/> | <https://www.lightmattergame.com/>
- **QA & UX Manager Internship at DADIU (<http://www.dadiu.dk/>)** 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
(<https://cordis.europa.eu/project/id/601139>)

TOOLS & SKILLS

■ Unity	■ Autodesk Maya
■ ProBuilder	■ Git (<i>Sourcetree</i>)
■ Playmaker	■ Jira/Trello
■ Blender	

◆ Level design	◆ Greybox prototyping
◆ Puzzle design	◆ Agile development
◆ Game design	◆ Quality assurance
◆ 3D-modeling	◆ User testing

Languages: Fluent in Danish and English, know some German