

# Johannes Wadin

Level Designer

johannes.wadin@gmail.com  
+46 (0) 734 35 91 90



## Personal Profile

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I'm a passionate and creative Level Designer with over fifteen years experience in both AAA and Indie Game Development. Currently employed as Lead Level Designer at Toadman Interactive in Stockholm, Sweden.

I consider myself a generalist comfortable in all different aspects of Level Design - ranging from artistic visualization, technical implementation to the theoretical framework. I've also managed teams of up to five people.



## Technical Skills

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Languages: Basic C++, C#, JavaScript and Lua, advanced visual scripting

Game Engines: Unreal Engine, Autodesk Stingray, Unity  
and a number of in-house engines

Software: Photoshop, Maya, Blender, Jira, Confluence, SVN, Excel  
and basic Houdini



## Accomplishments

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- Lectured on Game and Level Design at several postgraduate educations. Most frequently at Futuregames in Stockholm.

- Created and maintain Spelutvecklarambulansen, Sweden's largest community for sharing open positions in the game development industry, with currently around 9,000 members.



## References

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*I had the pleasure of working with Johannes during development of Fable 3. During that time he proved himself to be an extremely dedicated, versatile and meticulous level designer. Johannes was responsible for the design, creation and lighting of a large chunk of the game world and was someone I could rely on to complete any task I set him. In typical Johannes fashion these were always completed to the highest quality, schedule and vision. I can't recommend Johannes' expertise enough, he's brilliant!*

Mike Green,  
Lead Level Designer, Lionhead Studios

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## Industry Experience

Toadman Interactive

2013 - Present



**Minimal Affect** (2022-23, Action RPG - PC / Xbox One / PS4)

Lead Level Designer

- Single-handedly designed initial level structure and layout of the entire game
- Worked very close to Environment Art, Narrative Design and Combat Design
- Established level structure, flow and progression
- Estimated and managed time and resources



**EvilEvil** (2022, Co-op FPS - PC / Xbox One / PS4)

Lead Level Designer

- Managed a team of four Level Designers
- Estimated and managed time and resources
- Established level and mission structure, flow and progression



**Immortal Unchained** (2018, Action RPG - PC / Xbox One / PS4)

Lead Level Designer

- Managed a team of one to three Level Designers, depending on dev. phase
- Estimated and managed time and resources
- Established level and mission structure, flow and progression
- Designed and implemented over 40 levels in 17 different environments
- Designed nearly all 45 enemies and their combat encounters



**Escape Dead Island** (2014, Action - PC / Xbox 360 / PS3)

Senior Level Designer

- Designed and produced several levels
- Established main high level flow and main story progression
- Implemented streaming system and level optimization
- Designed and implemented boss encounters
- Worked with lighting and created shading environments

Might & Delight

2011 - 2013



**Shelter** (2013, Survival Adventure - PC)

Creative Director

- Responsible for main vision and design
- Designed gameplay elements and mechanics
- Established overarching flow and progression



**Pid** (2012, Puzzle Platformer - PC / XBLA / PSN)

Lead Level Designer

- Established level and mission structure, flow and progression
- Designed gameplay elements, encounters and puzzles
- Designed and implemented all 124 levels

Lionhead Studios

2009 - 2010



**Fable III** (2010, Action RPG - PC / Xbox 360)

Level Designer

- Designed and implemented several levels
- Responsible for lighting and shading environment
- Optimized and finalized levels
- Designed and implemented puzzles and encounters
- Designed and created a foundation of several quests

Avalanche Studios

2006 - 2009



**Just Cause 2** (2010, Action - PC / Xbox 360 / PS3)

Mission Designer

- Designed and implemented several main missions, and many more side missions
- Created main layout and architecture of set pieces as well as open world areas
- Implemented combat encounters and scripted AI