

JAKOB JERLSTRÖM

LEVEL DESIGN STUDENT

ABOUT

Level design student at The Game Assembly, looking for internship between August 2024- April 2025.

Portfolio

www.jerlstrom.se

SKILLS


- Level design
 - Game design
 - Agile development
 - Visual scripting
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SOFTWARE

- Unreal Engine
 - Unity
 - Blender
 - Perforce
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CONTACT

Stockholm, Sweden

 jakob@jerlstrom.se

 (+46) 70 477 38 25

EDUCATION

The Game Assembly, Stockholm

Level design 2022-Present

- Worked on 8 game projects using an agile workflow together with artists and programmers. My responsibilities in these projects included level design, game design and prototyping
- Several individual courses in level design, scripting and composition

WORK EXPERIENCE

Songwriter and music producer

Published by Warner Chappell 2009-2012
Published by Wolf Cousins/MXM Music 2012-2022

- Worked internationally (Max Martin studios in STHLM and L.A)
- Worked collaboratively with artists, writers, producers, and record and publishing companies
- Product oriented environment without prestige or ego
- Gave, received and made iterations based on feedback

Merits

- Written and produced a number one U.S radio and top 3 Billboard Hot 100 song: *Habits (Stay High)* by Tove Lo 2014
 - Collaborations include Tove Lo, Max Martin, Dua Lipa, Lorde, Shellback, Pink, Zara Larsson and First Aid Kit
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