

LUKA GREPL-MALMGREN

✉ lukagrepl@gmail.com, lukagrepl-malmgren.com, ☎ +46 706 113 311

PROFESSIONAL SUMMARY

Imaginative, inquisitive, and team minded Junior Level Designer with 6 years of experience in collaborative and creative projects who is currently a Level design Intern at DICE. Proficient in Level Design methodologies, Visual scripting, Unity, and UE5. I enjoy creating realistic / engaging levels and that flow in a natural way. I would describe my work style as highly collaborative, encouraging, and inclusive. I have a BA in Game Design and Development with a minor in Graphics from Uppsala University, and soon a Futuregames Degree in June 2025. I am looking to leverage my design-thinking skills and AAA Level Design experience into a role as a Junior Level Designer.

EDUCATION

- Change Makers Futuregames, Boden, Sweden** Aug 2023 – Jun 2025 ●
Degree in Game Design with a specialisation in Level Design
- Uppsala University, Gotland, Sweden** Aug 2020 – Jun 2023 ●
Bachelor of Arts with a major in Game Design and minor in Graphics
- Sacred Heart University, Connecticut, USA** Aug 2018 – May 2019 ●
Completed a first year of Game Design and Development / Computer Science as an Honour student.
- Greenwich High School, Connecticut, USA** Apr 2016 – May 2018 ●
American curriculum. Following a family relocation from UAE to the U.S., completed my last 3 years of high school as an honour roll student with a 4.2 weighted GPA
- Emirates International School, Dubai, UAE** Aug 2011 – Apr 2016 ●

SOFTWARE

- Unreal Engine 5
- Unity
- Frostbite
- Autodesk Maya
- Photoshop

SKILLS

- Perforce
- Adobe Suite
- Jira
- FMOD
- Far Cry Editor

LANGUAGES

- Level Design
- Visual Scripting
- Prototyping
- 3D Modeling
- World Design

- Croatian
- Swedish
- English

JOB EXPERIENCE / GAME PROJECTS

- Multiplayer Level Designer on Battlefield** Jan 2025 – Present ●
DICE (EA Digital Illusions CE AB)
- As an Intern I designed parts of Mirak Valley, Liberation peak and Eastwood.
 - Implemented game modes on all Multiplayer maps, most notably Designing and implementing layouts of Escalation.
 - Worked on the Season 2 map Contaminated with significant Level work with whole areas rebuilt.
 - Currently Working on Season content.
- Battlefield Operation Metro TDM Remake Block-out** Oct 2024 – Oct 2024 ●
First-Person Shooter Multiplayer Block-out
- Created a remake of *Operation Metro* level, adding new verticality, introducing destructible environments and adding new flanking paths.
 - I conducted two playtests to elevate the level layout, optimise destruction elements, and improve player navigation and flow.
 - Prototyped the level quickly completing it within two weekends.
 - Designed cover placements strategically to support dynamic destruction segments, opening new lines of sight and altering player paths.
- Battlefield Visby Level Block out** Sep 2022 – Dec 2022 ●
Located in Visby, Gotland, SE based on an invasion in the near future
- Scanned main Visby roads to capture height telemetry to create accurate map height for level.
 - Prioritised key location placement for better game flow, reducing unneeded locations and pathways.
 - Designed complex game objectives with good cover and lines of sight.
 - White boxed all buildings rough shape and size along with game objectives.
 - Added cover around the map to help with player movement between capture points.