



MOA CRISTVALL

GAME DESIGNER/LEVEL DESIGNER

PERSONAL PROFILE

I thrive while working in groups. Exchanging ideas and seeing it grow to something great together fuels my passion. I love to spread positivity and motivation to others and I believe that the best work is done when we have fun together!

In my free time I like to write poetry and play competitive shooters (usually not at the same time)

SKILLS / EXPERIENCE

- Unreal Engine
- Unity
- Adobe Illustrator
- Trello/Jira/Codecks
- GitKraken/Plastic/Github
- Miro

CONTACT



My portfolio



moacristvall@gmail.com



/moacristvall



+46 70 787 24 80

WORK EXPERIENCE

FRAME BREAK, SKÖVDE

GAME DESIGN INTERN 02/2022 - 05/2022

LEVEL DESIGNER 05/2022-NOW

I worked on the open-world survival crafting game Lightyear Frontier and collaborated closely with the environment artist to create the game world. In total I have been a part of creating three different levels, two that are in the game currently,

The level design work entailed Whiteboxing, Unreal's landscape tool, placing all gameplay related content. I also populated smaller areas with existing assets/ our modular kit.

Other things I did include, collaborations on features and mechanics. I worked with concepting and implementing Achievements for Xbox & Steam.

TABLEFLIP ENTERTAINMENT, VISBY

LEVEL DESIGN INTERN 11/2021 - 02/2022

I worked with level design which included building the levels from scratch with existing assets and populating the levels. I have also worked with quality proofing and bug testing.

KICKS, VÄLLINGBY 2014 - 2015 INTERNSHIP

SALESPERSON 06/2015 - 2020 (STUDY LEAVE)

EDUCATION

PLAYGROUNDSQUAD, FALUN

GAME DESIGNER 08/2020 - 05/2022

During my education at PlaygroundSquad I have been a part of three game projects. We worked with in an in-house engine called Tengine, Unity and Unreal. During these project I worked with level design, UI design, gameplay, mechanics and narrative design.