



MOA CRISTVALL

GAME DESIGNER/LEVEL DESIGNER

PERSONAL PROFILE

I thrive when working in groups. Exchanging ideas and seeing it grow to something great together fuels my passion. Love to spread positivity and motivation to others!

In my freetime I like to write poetry and play 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 AB, SKÖVDE

GAME DESIGN INTERN 02/2022 - 5/2022

LEVEL DESIGNER 5/2022-NOW

My main focus at FRAME BREAK has been level design. I have worked closely with our environment artist and together we have created the world in Lightyear Frontier. In total I have been a part of creating three different levels, two are in the game.

The work entailed Whiteboxing, Unreals landscape tool, placing all gameplay related content. I also populated smaller areas with existing assets. I did some collaborations on features and mechanics as well. And 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.

ODENPLANSGYMNASIET, ODENPLAN

STYLIST/MAKEUPARTIST 08/2012 - 06/2015