CV | Lukas Joley

Contact: lukas@joley.se

Professional Experience

For more information, see my portfolio at www.joley.se
References available upon request.

Massive Entertainment - A Ubisoft Studio (2024-curent)
Star Wars Outlaws
Senior Level Designer

> Details of my role on this project will be published after the game is released.

Square Enix (2022-2023)
Unannounced Projects
Technical Game Designer, Advanced Technology Division

> Responsible for developing design concepts and technical implementation of features and levels, for both singleplayer and multiplayer games, all of which are yet unannounced.

Massive Entertainment - A Ubisoft Studio (2015-2021)
Avatar: Frontiers of Pandora
Senior Level Designer, Quest Team

> Responsible for level design and technical implementation of quests, technical workflow planning for the Quest team, and technical risk assessment for certain gameplay features and quest designs.

Tom Clancy's The Division 2
Level Designer, Open World Team

> Responsible for planning, design and technical scripting of one Open World Zone and one Side Mission, and several Living World Activities. Assisted in onboarding a new level design team.

Tom Clancy's The Division
Junior Level Designer, Open World Team

> Responsible for level design in two Open World Zones, including layouts for combat and exploration spaces, distribution of loot and collectibles across zones, and scripting of gameplay scenarios.

Zero Point Software (2014-2015)
Interstellar Marines
Level Designer (internship)

Education

Level Design Program (2012-2015) | The Game Assembly | Malmö, Sweden
Advanced Higher Vocational Education Diploma

Skills

- Highly proficient with level editors, including Unreal Engine 5, Unity and proprietary software.
- Proficient with using scripting languages such as C#, or visual scripting, for events and systems.
- Basic proficiency using Adobe Photoshop for design sketching and documentation.
- Basic proficiency using Autodesk Maya for modelling and texturing, and as a level editor.