

# CV | Lukas Joley

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Contact: lukas@joley.se

## Professional Experience

For more information on these projects, see my portfolio at [www.joley.se](http://www.joley.se)  
References available upon request.

### Massive Entertainment - A Ubisoft Studio (2015-current)

#### Avatar Project

Senior Level Designer, Quest Team

Responsible for layout design and technical implementation of Quests, and technical workflow planning for the Quest team, on the upcoming *Avatar* project.

#### Tom Clancy's The Division 2

Level Designer, Open World Team

Responsible for planning and design of one Open World Zone, including design of combat and exploration spaces, and distribution of loot and collectibles. Designed combat layout and scripted logic for one Side Mission. Responsible for design and technical scripting of several Living World Activities. Helped onboarding a new level design team joining the project mid-development.

#### 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.

##### *Expansion II: Survival*

Responsible for enemy and loot distribution of approximately one fifth of the map, and for setting up and maintaining tracking documentation on loot density and difficulty balancing.

### Zero Point Software (2014-15)

#### Interstellar Marines

Intern Level Designer

Responsible for level design, propping, lighting and scripting of various maps and game modes.

## Relevant Education

Level Design Program (2012-2015) | The Game Assembly | Malmö, Sweden

Advanced Higher Vocational Education Diploma (EQF level 6, equivalent of Bachelor's Degree)

## Skills

- Highly proficient with using level editors, such as Unreal Engine 4, Unity or proprietary software such as Snowdrop, used for the projects at Massive Entertainment.
- 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.
- Basic proficiency using the Microsoft Office suite for documentation and presentations.

## Language

- Swedish (Native) | English (Professional proficiency) | Japanese (Basic conversational skills)



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