

ANGELINA KOLOVOU

LEVEL DESIGNER

ABOUT ME

Level Designer with a passion for games.

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- [Portfolio](#)
- [AngelinaKolovou.Itch.io](#)

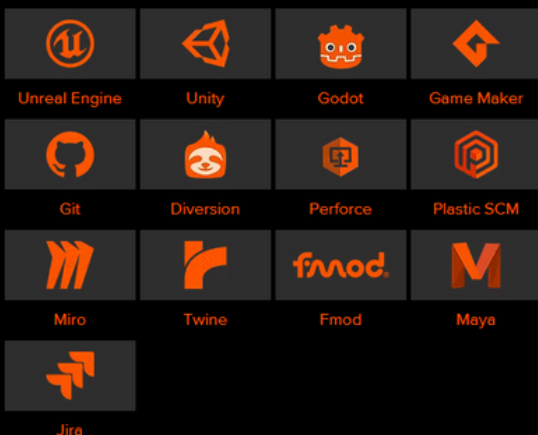
Languages

- Swedish • English C2
- Korean B1
- Japanese • Greek A2

Programming

- C#
- C++
- UE Blueprints
- GML
- GDScript

Software



Experience

I've worked as a Game Designer on a variety of projects at Futuregames where I often took on roles including Project Lead, Level Designer, and Combat Designer. I've recently completed a Level Design internship at Eddaheim, where I also contributed to Gameplay, UI, Visual Scripting and C++ Programming.

Projects

Dome

Open World Adventure | **Level Designer**

Contributions

- Level Blockout.
- Creation of Level Design tools.
- Landscape and Spline tool set up.

Fall in

2D Platformer | **Solo Developer**

Contributions

- Level Blockout
- Implementation of respawn & Kill volumes
- Implementation of various platform features.
- Puzzle Design

Project Asylum

Horror Experience | **Project Lead**

Contributions

- Level Blockout.
- Player path & pacing.
- Gameplay beats & Checkpoint placement.

Digging a hole...

Digging simulator | **Game Designer**
Eddaheim | Not yet released

Dino Dynasty

Board Game Adaptation | **Level Designer**
Ion Game Design | Not yet released

Education

Game Design

Futuregames | Sept 2023 - Dec 2025

Software Engineering

Mid Sweden University | Sept 2017 - Jun 2020

C# course

Hermods | Jan 2017

Strengths

- Complex problem solver
- Reliable teammate
- Strong decision maker
- Creative story teller