



# ANGELINA KOLOVOU

GAME DESIGNER

## ABOUT ME

Game Designer with a passion for problem solving.

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[Portfolio](#)

[AngelinaKolovou.itch.io](#)

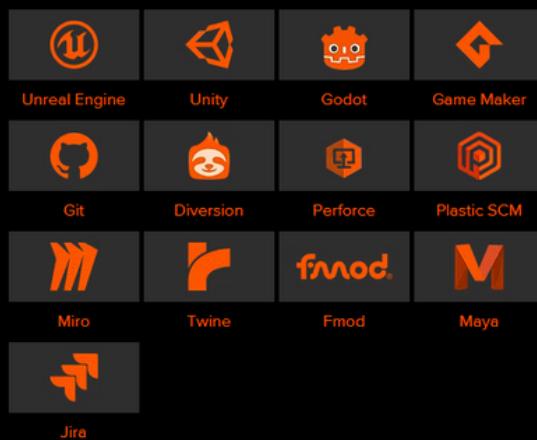
## Languages

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

## Programming

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

## Software



## Experience

I was the sole Game Designer on "Digging a hole... with a spoon", a Voxel based Digging Simulator published on Steam in January 2026 by Eddaindie. My contributions to the game included Technical Level design, Game Economy, UI Design and C++ programming. I also recently contributed to an Open World game planned to release summer of 2026 as interning Level & Quest Designer at ION Game Design. There, my responsibilities included working with World Partition, HLOD, Landscapes and splines.

## Projects

### Digging a hole...

#### Contributions

- Technical Level Design
- UI Design
- Game Economy

Digging simulator | **Game Designer**

**Eddaindie** | Released on Steam 2026

### 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.

### Dino Dynasty

Board Game Adaptation | **Level & Quest 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