



Dan Kärholm
Level Designer

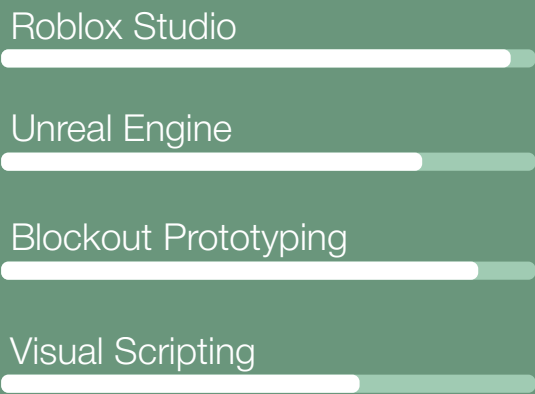
CONTACT

- +46 702 722 478
- d.karrholm@gmail.com
- www.dankarrholm.com
- Norrköping, Sweden

IMPACT

10.8M+
combined visits across shipped titles

TOP SKILLS



OTHER TOOLS

Jira • Perforce • Photoshop • Illustrator

PROFESSIONAL

Creativity • World Building • Art Sensitivity • Communication • Team Player

SOCIALS

in linkedin.com/in/dan-karrholm/



Design Philosophy

Level designer with 4 years of experience shipping obby, platforming, and puzzle experiences across Roblox and Fortnite - including titles reaching **10.8M+ combined visits**. I've owned levels and systems for titles including Crocs Quest, Diamond District, and Joyful Horizons, from blockout through playtesting to final polish.



EMPLOYMENT HISTORY

THE GANG SWEDEN - Level Designer • Aug 2024 - Aug 2026

- Emirates Integration Obby - Wimbledon - Roblox** • May - Jun 2026
Lead Level Designer for a medium sized obby, with iteration and light set dressing.
- La Fut Party de Amazon - Amazon - Roblox** • Mar - Apr 2026
Lead Level Designer for a compact obby - Blockout, some set dressing.
- One Blade - Philips One Blade - Fortinte** • Mar - Apr 2026
Placed chests and loot across multiple maps.
- Golf Adventure - Just Swing! - Roblox** • Feb - Mar 2026
Lead Level Designer for Hole 14 (Cannada) - Blockout, collision work and coin placement.
- LEAP Into New Worlds - LEAP Tahaluf - Roblox** • Jan - Feb 2026
Lead Level Designer - running playtests and lighter set dressing.
- Crocs Quest - Crocs - Roblox** • June 2025 - Jan 2026
Owned 3 levels (Duke's Rainbow Bog, Croctober, Cozy Mountain) - Rework, iterations and balancing. Some set dressing.
4.4M visits • 87.8% rating
- Diamond District - Google Play - Roblox** • Jan - Apr 2025
Designed and tested 40+ obby modules. Helped define the boundaries of a randomized obby-generation system.
5.1M visits • 85.3% rating
- Joyful Horizons - Amazon - Roblox** • Aug 2024 - Jan 2025
Lead Level and World designer - Designed a open world built out of 5 sections, integrating seamless obby elements.
1.28M visits • 94.8% rating

Earlier - Game Designer • Aug 2022 - Aug 2024

iHeartLand, ICC Integration in Strong Man Sim, Tapping Sim 2, Go Plant, Angry Birds Mayhem Sim - general design support across 6 live titles



EDUCATION

FUTUREGAMES, Stockholm Sweden

DIPLOMA IN GAME DESIGN • Sep 2020 - Aug 2022

- Multiple practical game projects focused on teamwork and collaboration between disciplines in an agile environment.
- Focus on learning by doing.

BLEKINGE INSTITUTE OF TECHNOLOGY, Karlshamn Sweden

BACHELOR OF PHILOSOPHY IN MEDIA TECHNOLOGY • Sep 2013 - July 2016

- Technical, ethical, aesthetic and societal approach, in and through media technology.
- Games through a theoretical perspective.