

Dan Kärrholm

Level Designer | Gameplay, Obstacle & Puzzle Design

Contact

- Norrköping, Sweden
- Open to remote or relocation
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Skills

Level Design:

- Blockout and greyboxing
- Level iteration
- Puzzle design
- Encounter & enemy placement
- Wayfinding & player guidance
- Pacing
- Environmental storytelling
- Set dressing
- Data-informed iteration
- Playtesting

Design & Implementation:

- Gameplay mechanics
- UI implementation
- Blueprint scripting
- Basic Lua scripting
- Code reading

Engines & Tools

- Roblox Studio
- Unreal Engine
- UEFN
- Unity
- Jira
- Miro
- Perforce P4
- Illustrator
- Photoshop

Profile

Level Designer with 4+ years at The Gang, shipping levels, obstacle systems and live content from blockout through balancing and polish. Led level design on Roblox titles with millions of visits, including a randomized obstacle-generation system built on 40+ modular sets I designed and playtested. Strong in puzzle design, pacing, environmental storytelling and playtest- and data-driven iteration, and experienced in mentoring junior designers and interns. Project work in Unreal Engine and Unity, plus UEFN gameplay placement on a branded Fortnite experience.

Experience

The Gang - Level Designer | Aug 2024 - Sep 2026

- Led level design for **Diamond District** (5.1M visits): designed and playtested 40+ modular obstacle sets and helped define the constraints for the randomized obstacle-generation system. Coached a junior designer on building and testing obstacle sets.
- Owned three levels in **Crocs Quest** (4.4M visits) from rework through balancing. Mentored a junior designer during production, and a mid-level designer during live operations on player guidance (vistas, visible chests, minimal backtracking) and scoping to the timeline.
- Built **Joyful Horizons** (1.28M visits), an open world split into five themed sections with obstacle-course gameplay woven throughout.
- Designed levels and gameplay elements for branded experiences, including *Wimbledon: Tennis Showdown*, *LEAP Into New Worlds* and *Golf Adventure – Just Swing!*
- Placed loot, chests and haircutting gameplay elements across several maps for *Philips OneBlade Body Royal* (UEFN), and gave the level designer feedback.
- Tuned levels using retention, completion and drop-off data, plus live observation of colleagues playing, to fix difficulty spikes and spots where players lost their way.

The Gang - Game Designer (Level Design Focus) | Aug 2022 - Aug 2024

- Delivered 20+ live events for **iHeartLand**, designing and building the event spaces and guiding a junior level designer and two interns.
- Designed a snowball-fight arena for **Vans World** tied to a UGC reward, plus other branded-integration levels and event spaces built alongside the wider design team.
- Designed progression, rewards and a boss-fight experience for **ICC Integration – Strong Man Simulator.**

The Gang - Game Design Intern | Jan 2022 - Aug 2022

- Contributed level and game design to *Tapping Simulator Classic*, *Go Plant* and *Angry Birds Mayhem Simulator.*

Earlier Experience

Co-owner, Brädspelskafeét i Karlshamn | 2019 - 2021

- Co-owned and ran a board game café with three partners, handling day-to-day shop operations, inventory management and helping customers choose games for their own groups and as gifts, which meant teaching rules and matching games to player experience level.
- Planned and ran events, including Warhammer tournaments and a recurring game night held every other Saturday.

Home healthcare worker and Team Leader, Carelli Assistans | 2017 - 2020

- Team Leader for a team of 8 providing daily support for a person with a disability, responsible for scheduling and day-to-day coordination.

Selected Projects | Full breakdowns at dankarrholm.com

- **The Unseen - First-Person Horror** | Unreal Engine | 2021, team of 8
  Lead Game & Level Designer. Owned the game design and designed the full level: puzzle placement, set dressing and environmental storytelling. Implemented the UI, including menus and an animated contextual cursor that reacts to what the player looks at.
- **Slash / Slash - First-Person Hack-and-Slash** | Unreal Engine | 2021, team of 6
  Designed a neon-skyscraper level set from blockout to finish, with enemy encounters iterated on from playtest feedback.

Education

Diploma in Game Design - FutureGames | 2020 - 2022
Industry-taught coursework across all design disciplines, plus several team game projects.

Bachelor of Philosophy in Media Technology - Blekinge Institute of Technology | 2013 - 2016
Technical, ethical, aesthetic and societal perspectives on media technology, including games.