



Dan Kärholm

Level Designer | Gameplay,
Obstacle & Puzzle Design

Contact

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Skills

Level Design:

Blockout and greyboxing,
level iteration,
puzzle design,
encounter and enemy placement,
wayfinding and 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

- ◆ Unreal Engine
- ◆ UEFN
- ◆ Unity
- ◆ Roblox Studio
- ◆ 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, 85.3% rating): designed and playtested 40+ modular obstacle sets and helped define the constraints for the randomized obstacle-generation system. Mentored a junior designer.
- Owned three levels in **Crocs Quest** (4.4M visits, 87.8% rating) from rework through iteration and balancing. Mentored a junior designer during production, and a mid-level designer during live operations on player guidance (vistas, visible chests, minimal backtracking) and on fitting scope to the timeline and existing tools.
- Built **Joyful Horizons** (1.28M visits, 94.8% rating), 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 cuttable-hair gameplay elements across several maps for *Philips OneBlade Body Royal* (built in UEFN), and gave design feedback to the level designer on the maps themselves.
- 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. Mentored 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*.

Selected Projects

Slash / Slash — First-Person Hack-and-Slash | Unreal Engine | 2021, team size 6

- Designed a level set across futuristic neon skyscrapers, from blockout to finished level.
- Designed enemy placements and encounters and iterated on them based on playtest feedback.
- Built UI and menus and contributed to the design of player abilities.

The Unseen — First-Person Horror | Unreal Engine | 2021, team size 8

- Designed the full level, including puzzle placement, set dressing and environmental storytelling.
- Implemented the game's UI: menus, a credits page with visual effects, and an animated contextual cursor that reacts to what the player looks at or interacts with.
- Contributed to wider game-design decisions.

Stargazer — Point-and-Click Adventure | Unity | 2020, team size 8

- Designed one of the game's three levels, including its puzzles and an original riddle.
- Created 2D art, set-dressed the level and contributed to gameplay and story design.

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.