



# Ediz Mehmet

LEVEL DESIGNER

## CONTACT

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[LinkedIn](#)

[Website](#)

## SKILLS

- Unreal Engine 5
- Unity
- Blender
- Perforce
- Miro
- Krita
- YouTrack

## LANGUAGES

English - fluent  
Swedish - fluent  
Turkish - native

Reference  
provided on  
request

## ABOUT ME

I'm a Level Designer who loves to bring ideas to life. I love level flow, composition, world-building and prototyping.

I love working together with people and making use of each others skills and competence to create amazing stuff. I am seeking internship from August (31st) - April (9th)

## EDUCATION

### The Game Assembly - Level Design | Malmö 2024 - Ongoing

Higher Vocational Education in Level Design:

- Level Design
- Visual Scripting
- World-building and Composition
- Worked on 7 group projects and delivering 7 games and working in both third-party and in-house game engines.
- Agile team collaboration (SCRUM)

### Polhemskolan in Lund

*Social science specialization media | 2012-2015*

## WORK EXPERIENCE

### HORNBACH BYGGMARKNAD AB STORE EMPLOYEE | APRIL 2021 - 2024

Various tasks, such as cashier, project and service center, logistics, orders placed by customers and problem solving.

### Restaurant

#### Restaurant assistant | 2015-2021

I worked on two lunch restaurants during this period, meeting new faces everyday, ensuring the customers were happy, team work with colleagues and catering. Also learned a lot by handling stress