



Emil Maris

Game & Level designer

Education

Level Design, The Game Assembly, Malmö

2019 — Present

Graduated level design at The Game Assembly.

- Practical application of level design in a variety of genres.
- Developed eight game projects in teams of up to sixteen people.

Gamemaker distans, Sunderby Folkhögskola

2018 — 2019

Beteendevetarlinjen (behavioural science), Eslövs folkhögskola, Eslöv

2017 — 2018

- Psychology
- Intercultural communication
- Religious sociology

Spelgrafik, Ljud & Bild Skolan, Kristianstad

2014 — 2017

Other Credentials

Kindergarden summer job, Tomelilla

2016 — 2016

La Source, Ystad

2012 — April 2013

Board member on the EU LEADER project: Developing youth culture in the rural areas of southern Sweden.

Details

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Links

[Portfolio](#)

Skills

Game Design

Unreal Engine 4

Level Design

Agile Development Processes

Unity

Autodesk Maya

Adobe Photoshop

Perforce

SVN

Languages

English

Swedish