



Daniel Atterby

Level Designer

📍 Stockholm, Sweden

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🌐 <https://danielatterbydesign.wixsite.com/daniel-atterby>

🌐 [LinkedIn - Daniel Atterby](#)

Tools

⚙️ **Unreal Engine**

⚙️ **Unity**

⬆️ **P4**

⬆️ **Github**

Skills

✏️ **Level Design**

First Person, Third Person, Top Down, Combat, Puzzle, Stealth

📄 **C#**

📄 **UE Blueprint**

Languages

Swedish

Native, fluent

English

Fluent

Summary

I am a level designer with experience in games of various genres such as first person shooters, platformers and puzzle games. Throughout the projects I have worked on I have hosted many playtests and documented results and feedback, which I then have worked into future iterations of the game. As I have also worked on projects in technical roles I am capable of prototyping mechanics and implementing level functionality as well.

Education

Futuregames

Game Design • Vocational School

Level Design

Stockholm • September 2024 - December 2026

LBS Kreativa Gymnasiet

Teknik och- produktutveckling • High School

Spelutveckling

Stockholm Södra • August 2020 - June 2023

Projects

Lymbo

September-October 2025

Level design, generalist

Ok'Rhams Creation

May-July 2025

Level Design, Technical Level Design

Little Sprout

October-November 2024

Level Design, Gameplay Design