



TECHNICAL SKILLS

Tools

Primary:

- **Unreal Engine**
- **Blender**
- **Photoshop**
- **After Effects**

Experience with:

- **Unity**
- **Illustrator**
- **Substance Painter**

Creative

- **Animation (2D & Stop Motion)**
- **Visual Storytelling**
- **Illustration & Drawing**

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References available upon request

Eric Stocksélius

Level Designer

ABOUT ME:

I come from a background in visual arts and media production and am currently studying Level Design at The Game Assembly. Through seven game projects, as well as previous work in animation, television and creative production, I've developed a collaborative and analytical approach to design.

My particular strengths lie in creating visually engaging environments, establishing atmosphere, and shaping clear player experiences through composition, visual guidance, and spatial flow.

EXPERIENCE

Teaching

Worked as a substitute teacher and teaching assistant across multiple school levels, from preschool to high school.

Led courses in animation, After Effects, and media production

Media Production

Worked in media production as an animator, editor, and production assistant.

Contributed to collaborative projects within TV and film, working within production pipelines, deadlines, and team-based workflows.

Gained experience in contributing to and working within a shared production process.

Freelance & Creative Work

Freelanced as an animator for a range of clients, including production companies and commercial projects.

Worked both independently and as part of teams, adapting to different workflows and production contexts.

Experience across animation, illustration, and visual design.

Level Design Projects

Worked as a Level Designer on seven game projects at The Game Assembly, collaborating in multidisciplinary teams across multiple genres.

EDUCATION

Art Studies

BOLLNÄS FOLKHÖGSKOLA
2007–2009

Preparatory studies in visual art with a focus on drawing and painting, where I began exploring animation.

Bachelor's Degree in Animation

DRAMATISKA HÖGSKOLAN
2012–2015

Focus on 2D animation and visual storytelling, including hand-drawn and stop-motion techniques. Experience in collaborative productions across disciplines.

Level Design

THE GAME ASSEMBLY
2024–PRESENT

Focus on level design and player experience, working in team-based projects primarily in Unreal Engine, with additional experience in Unity. Experience with collaborative workflows and production pipelines, as well as 3D work in Blender.