



FABIAN ADLERTZ

GAME & LEVEL DESIGNER



Stockholm, Sweden

About me:

I am a Game and Level Designer with 2+ years experience. I've worked on 10+ published levels such as obstacle courses, lobbies, multiplayer and Battle Royale maps for Roblox and Fortnite.

One of my greatest strengths as a designer and coworker is that I love the collaborative and iterative process. I love working with people from different disciplines to create fun and engaging experiences. Since I've worked on creating levels for clients with demanding requests and deadlines I know how to quickly start a design, get feedback, iterate on it and take it to completion.

I'm passionate about games and gaming culture in general. I play different game-genres and keep up to date on the most recent releases and news within the industry.

Work Experience:



THE GANG Level Designer
2023- Current Position

Created several shipped levels for both updates to existing experiences and completely new releases on the Roblox and Fortnite platforms with short and demanding deadlines.

Games:

- Phillips OneBlade Body Royale/Fortnite- Lead Level Designer
- Godzilla X Kong Obby/Roblox- Level Design
- NHL Blast/ Roblox- Level Design
- US Open/Roblox- Level Design
- POLO Beach by Ralph Lauren/ Roblox- Level Design
- P&G Park/ Roblox- Level Design
- Vans World/Roblox- Level Design
- The Adventures Of Mansour/Roblox- Conceptual Level Designer



Level Design Intern
2022 January- 2022 August

- Created levels from concept to a playable state using the in house tools
- Communicated design intentions regarding gameplay to our tech department
- Prototyping gameplay elements for strategic combat
- Learned important industry practices

School Projects

Level Design & Project Owner

Altered View- 2021, Narrative driven First-person.

Level Design Game Design BluePrints Unreal Engine

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Slime: A Dungeon Escape- 2021, 2.5D Roguelike.

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Trenchcoat Conspiracy- 2021, Point & Click mystery.

Level Design Game Design Perforce Unity

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Education:



Game Design

FutureGames: 2020- 2022

- Learning by **doing** focus.
- Lectures and assignments in all **Design Disciplines** held by professionals from the industry.
- Several Game **Projects** in practicing **teamwork**, **adaptability** and **communication**.



Social Anthropology

Stockholms University: 2017

- The teachings about humans in society and the difference between societies.
- Learned how to write academically and do research.

Proficiencies:



Unreal Engine



Unity



Perforce



Roblox



Miro



Jira

Hobbies

- Video Games
- Movies
- Football
- Physical Activity