

Niklas Lidberg

Level designer

Profile

I have been a level designer since 2017, primarily working on projects for the Counter-Strike franchise. My career goal is to contribute to the industry by creating memorable and exciting experiences for players worldwide.

Skills

Project planning and documentation
Rapid prototyping and 2D/3D layout
Level design and scene composition
Environment design
Playtesting and feedback incorporation
Gameplay flow and navigation
Balancing and iteration
Optimization

Tools

Hammer (Source 2)
Unreal engine
Unity
Photoshop
Miro
Perforce
GitHub

Contact

LinkedIn:

<https://www.linkedin.com/in/lidbergdesign>

Portfolio:

<https://lidbergdesign.com/>

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Experience

Tundra | Lever Designer | Art Assembly

5 vs 5 competitive level for Counter-Strike 2

Group project (2024-present)

- *Project lead, vision and management*
- *Sketched, blocked out and responsible for world building*
- *Set dressed most of the level using trim sheets and assets*
- *Iterated based on feedback from the Mapcore community*
- *Collaborated with level artist*

Judge | Level Designer

5 vs 5 competitive level for Counter-Strike 2

Personal project (2023-present)

- *Researched and planned the level based on reference and architecture*
- *Responsible for planning and creating 2D/3D layout*
- *Sketched and blocked out the level, iterating on player feedback*

The Globe | Level Designer

Large-scale conquest-style level in Unreal Engine 5

Personal project (2023-present)

- *Researched and planned the level based on reference and concepts*
- *Responsible for planning and creating 2D/3D layout*
- *Sketched, blocked out and set up level metric gym*

Expo | Level Designer | Art Assembly | Materials

2 vs 2 Wingman level for Counter-Strike: Global Offensive

Personal project (2019-2023) Shipped

- *Gathered reference and researched the setting*
- *Created 2D/3D layouts, sketched and blocked out the level.*
- *Set dressed the level using materials and existing assets*
- *Incorporated lighting and sound design.*

Golden | Level Designer | Art Assembly | Materials

5 vs 5 competitive level for Counter-Strike: Global Offensive

Personal project (2017-2021) Shipped

- *Gathered reference and researched the setting*
- *Created 2D/3D layouts, sketched and blocked out the level*
- *Set dressed the level using custom materials and existing assets*