

Ofelia Rabow

LEVEL DESIGNER

PORTFOLIO

ofeliarabow.com

CONTACT

+46 723 52 53 36

ofeliarabow@gmail.com

SOFTWARE PROFICIENCY

Unreal Engine 4, 5
Unity
Maya
Blender
Perforce
Subversion (SVN)
Github

SKILLS

Level Design
Level Art
World Design
Narrative Level Design
3D Modeling
Visual Scripting

LANGUAGES

Swedish (Fluent)
English (Fluent)
Japanese (Fluent in speech)
Spanish (Basic)

GAME DEVELOPMENT WORK EXPERIENCE

2021-2026
Level designer at Tarsier Studios
Worked on the game REANIMAL from its pre-prod phase up until release. Additionally, I also worked on REANIMAL DLC "The Prisoner". Work tasks included level layout design, enemy encounter design, puzzle design, scripting, and basic level art. Projects were completed using Unreal Engine 5.

EDUCATION

2019-2021
Level Design, The Game Assembly
A practical full-time program teaching many different aspects of level design while using software such as Unreal Engine, Unity and Maya. The program includes courses teaching visual scripting, 3D-graphics, game performance, world design, composition, etc. It also includes agile teamwork, creating 8 different games as a group.

2016-2018
Biotechnology, KTH
An engineering program in biotechnology. Courses include biology, chemistry, physics and advanced calculus. The program also includes agile teamwork, working with scrum, and problem solving as a team. A part of the education was received in Japan as an exchange student.

2014-2015
Japanese and Linguistics, Lund University
Program teaching Japanese to a fluent level.

ADDITIONAL WORK EXPERIENCE

2018
Biochemist for biotech company Aldock
Working solo in a laboratory creating samples of altered DNA to be analyzed. Tasks included researching and designing my own experiment manuals, conducting my own experiments, and using standard procedures such as DNA purification and PCR to create DNA samples.

2012, 2014
Summer camp leader
Planning daily activities for a large group of children, looking after the children.

2016
Waitress