



# MARTIN TROSELL

Level & Game Designer with technical skills & AAA experience

*I'm a Level Designer whose heart beats extra hard for level flow, compositional techniques, visual scripting, technical prototyping and game design. With a background in marketing, I bring strong communication & presentation skills and years of experience from working in international & cross functional teams.*

## EDUCATION

August 2023 - Current (To be completed April 2026)

**Level Designer** | The Game Assembly, Malmö

Covered level design techniques, world building & composition, visual scripting, open world design, level streaming and more. Completed 8 game group projects.

August 2017 - June 2019

**MSc Marketing & Consumption** | School of business, economics and law, Gothenburg

August 2013 - June 2016

**BSc Business Administration** | Lund University

August 2015 - January 2016

**Exchange semester** | University Católica Lisbon

## EXPERIENCE

September 2025 - Current

**Junior Technical Level Designer (Intern) | Massive Entertainment**

AAA Open-world game in The Division franchise. As a technical level designer, I act as the bridge between level design, game design & code. A role heavily focused on visual scripting in proprietary engine, with a variety of tasks, including:

- Create, prototype, document & maintain LDI's (level design ingredients)
- Create & maintain gym levels to showcase prototypes & features
- Implement scripts & encounters in a large scale production map

I also got the opportunity to prototype & document LDI implementation for a new gameplay system, and present it for an audience which included leads & directors

February 2022 - August 2023

**Owned Digital Media Specialist | Stena Line**

- Plan content calendar for Social Media & emails in alignment with regional needs and paid campaigns, including campaigns with external partners
- Coordinating creative materials, from writing initial brief to communicating it with regional stakeholders before assembling & going live in market
- Follow up and report on digital performance metrics

August 2019 - January 2022

**Product Marketing Specialist | Transoft Solutions**

- Planning, creating, designing and writing content for Social Media & emails
- Creating, promoting, hosting and executing online webinars and events
- Managing multiple websites and landing pages in Weebly (CMS)
- Creating, distributing and analyzing surveys and digital marketing efforts

July 2018 - December 2018 (part time, during MSc studies)

**Marketing & Customer Success Assistant | Essity**

September 2017 - January 2018 (part time, during MSc studies)

**Management Consultant | HandelsConsulting**

## EXTRACURRICULAR ACTIVITIES OR ACHIEVEMENTS

September 2024 - June 2025

**Board member** | The Game Assembly, student representative for Level Design

May 2024 & 2025

**Volunteer worker** | Nordic Game Conference

2018

**Country winner** | Sweden Essity University Marketing Challenge

**Nordic finalist** | L'Oreal Brandstorm



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## ATTRIBUTES & SKILLS

Level Design, Game Design, Technical Design, Compositional theory, Analytical mindset, Communication, Critical thinking, Creative problem solving

## SOFTWARE & TOOLS

### Game Dev & Agile tools

Unreal Engine

Unity

Blender

Perforce

PM tools, e.g JIRA, YouTrack

Miro

Figma

### Other

MS Office Package

Photoshop/Photopea

Adobe InDesign

Survey tools

Adobe Campaign

Marketo

CMS systems, e.g Wix

Dynamics CRM

## LANGUAGES

Swedish | Native Language

English | Fluent

Portuguese | Basic