



# MARTIN TROSELL

Level Designer

*I'm a Level Designer whose heart beats extra hard for level flow, compositional techniques, prototyping and game design. As a designer, I'm always striving to create memorable experiences that stand out and make an impact. With a background in marketing, I bring strong communication skills and experience from working in international & cross functional teams.*



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[/Martin-Trosell](#)

## ATTRIBUTES & SKILLS

Level Design, Game Design, Compositional theory, Analytical mindset, Communication, Critical thinking, Creative problem solving, Scrum, Agile dev

## SOFTWARE & TOOLS

### Game Dev & Agile tools

Unreal Engine

Unity

Blender

Perforce

PM tools, e.g Asana, 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 | Intermediate

## EDUCATION

*August 2023 - Present (To be completed Spring 2026)*

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

Level Design education featuring individual courses covering level design techniques, world building & composition, visual scripting and more. During this course, I've also completed 8 group projects - 7 completed games and 1 pre-production project.

*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

*February 2022 - August 2023*

**Owned Digital Media Specialist** | Stena Line

A role dedicated to communication in Owned Channels; emails and organic social media. Tasks included but are not limited to:

- Plan content calendar for Owned Channels 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 going live in market
- Follow up and report on digital performance metrics
- Defining email workflows and customer segments in Adobe Campaign

*August 2019 - January 2022*

**Product Marketing Specialist** | Transoft Solutions

A broad, mostly operative, position with a wide array of tasks, including:

- Planning, creating, designing and writing content for Social Media & emails
- Creating, promoting, hosting and executing online webinars and events
- Managing multiple microsites 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

Tasks centered around internal communication, coordinating translation projects, updating sales decks, and providing insights to managers through data analysis.

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

**Management Consultant** | HandelsConsulting

Took part in three client projects that involved brand benchmarking & research.

## EXTRACURRICULAR ACTIVITIES OR ACHIEVEMENTS

*September 2024 - Present*

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

*May 2024*

**Volunteer worker** | Nordic Game Conference

*2018*

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

**Nordic finalist** | L'Oréal Brandstorm