



# Markus Norén

---

TECHNICAL LEVEL DESIGNER  
PORTFOLIO: [MARKUSNOREN.COM](http://MARKUSNOREN.COM)

---

## WORK EXPERIENCE

---

### Level Designer/Design Director

*Frogsong Studios | 2021-2024*

- Design generalist and Design Lead in a small indie game studio.
- Doing everything from blockouts and scripting to level art and lighting.
- Prototyping game ideas and features from scratch.
- Consulting work as Design Director for Coffee stain studios, with game design, level design, world design and scripting.

### System Developer

*Qvantel | 2016-2019*

- Backend programming and testing frameworks for telecommunications database using Scala, Cassandra, RestApi and Docker.

---

## EDUCATION

---

### The Game Assembly, Malmö

2019-2021

*Level Design, vocational education*

### Blekinge Institute of Technology, Karlskrona

2013-2016

*Programming for Games, bachelor's program*

### University of Gothenburg

2010-2011

*Film analysis and film history, base course*

---

## SKILLS

---

Unreal Engine 4/5

Visual Scripting

Production Planning

Unity

Git

SVN

Perforce

Jira

C++

---

## CONTACT INFO

---

**Mail:** [markusnoren91@gmail.com](mailto:markusnoren91@gmail.com)

**Location:** Malmö, Sweden