



Markus Norén

Technical Artist & Technical Designer

Work Experience

Game Designer / Level Designer

Clay Castle 2025-2026

- Designing Gameplay for educational game in Unity
- Level design for explorable levels aimed at children

Technical Designer / Game Designer

Spellscaper 2024

- Designing Gameplay for multiplayer sandbox
- Replication for multiplayer in Unreal Engine
- Scripting gameplay features in AngelScript
- Procedural World Generation using Voxel Plugin
- Creating Visual Effects with Shader materials

World Designer / Game Designer

Coffee Stain Studios 2023

- Consulting work on Satisfactory with Frogsong.
- World design with focus on Cave Exploration and Environmental Design.
- Designing and prototyping new gameplay systems.

Design Director / Level Designer

Frogsong Studios 2021-2024

- Design generalist in a small indie game studio
- Project Lead on several smaller projects.
- Levels blockouts, scripting, level art and lighting.
- Prototyping game ideas and features from scratch
- VR game design and prototyping for Oculus Quest 2

System Developer / Programmer

Qvantel 2016-2019

- Backend programming and testing frameworks for telecommunications database.

About me

I enjoy working as part of a group and have a strong focus on creative problem solving and iterative development. In my spare time I like cooking, baking, my friends and, of course, playing and making video games.

Shipped Games

River Towns (2025)

Frogsong Studios
Design Lead and Level design


Satisfactory (2024)

Coffee Stain Studios
World design and Prototyping


D-Corp (2021)


Frogsong Studios
Level design and Game design

Contact Info

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 Malmö, Sweden

Software skills

Game Development

- Unreal Engine 5
- Unreal Engine 4
- Unity
- Godot
- Maya

Programming Languages

- UE Blueprints
- UE Material Graphs
- UE Niagara System
- UE AngelScript
- C#
- Python
- HLSL
- GLSL
- C++

Version Control

- SVN
- Git
- Perforce

Production Tools

- Trello
- Jira
- Taiga

Communication

- Discord
- Slack
- MS Teams

Education

Technical Artist

The Game Assembly, Malmö 2025-2027

- Vocational advanced game developer education focusing on Technical Art
- Developing VFX, tools and shaders for games
- Three cross-disciplinary game projects in large groups using custom engine.

Level Design

The Game Assembly, Malmö 2019-2022

- Vocational game developer education focusing on Level Design
- Eight cross-disciplinary game projects in large groups using custom engine.
- Internship at Frogson Studios in 2021

Programming for Games

Blekinge Tekniska Högskola 2013-2016

- Bachelor level education focusing on programming for games in C++
- Making game engines in DirectX
- Linear algebra
- Two game projects in group

Film Studies

University of Gothenburg 2011-2012

- Study of film and film history