

Bastian Randau

Level Designer

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Education

- 2019 - 2022 **The Game Assembly**
Advanced Diploma in Higher Vocational Education in Level Design
- 2016 - 2019 **LBS Kreativa Gymnasiet**
Teknikprogrammet - Design och produktutveckling

Experience

- Aug 2021 – Present **Quest- and Level Designer at Massive Entertainment**
Created quests and levels for Avatar: Frontiers of Pandora including the DLCs.
- Jan 2022 – Present **CEO at Randau Leather (self-employed)**
Handmade and bespoke leather products.
- Jun 2017 – Jun 2019 **CEO, Game Designer and Artist, LowResViews UF**
Indie game company, part of an entrepreneurial course at LBS Kreativa Gymnasiet. Created and released four games, on several platforms.
- 2018, 2019 and 2020 **Summer Worker at Svevia AB**
Care and maintenance of walk- and roadways.

Languages

Swedish – Native language
English – Fluent

Skills and software

Unreal Engine 4 – Well versed
Maya – Fundamental knowledge
Unity – Decent knowledge and experience
Perforce and SVN – Good understanding and comfortable using
Photoshop – I handle the program effortlessly