

Sebastian Madsen Harborg

Level Designer

About Me

Gaming has always been a part of my life, ever since I was a kid and sat in my father's lap watching him play Secret of Monkey Island. Ever since then it's been my dream to create fun & immersive worlds.

I've become a skilled and creatively minded level designer with 5+ years of experience with a passion for games across all genres.

Apart from games, I have interests in history, psychology, cooking, movies & music.

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Malmö, Sweden

Skills

Level Design



Game Design



Narrative Design



Scripting



Mentoring



Languages

Swedish - Native

English - Fluent

Danish - Good Understanding

Experience

King

Level Designer
(2022 - Present)

I started my career at King as an intern for **Candy Crush Soda**, where I quickly became known as a level creating machine, because I was able to build many levels fast and efficiently. I also worked on many new elements for the game, such as blockers and modes.

I became a Junior Level Designer for **Pet Rescue Saga** after my internship had ended. When working on PRS I gained the reputation for a fast and efficient level creator once again. I worked a lot on how to improve the workflow and how we could make the most of our work, while being a smaller team.

When I went back to **Candy Crush Soda** I was promoted to a Intermediate Level Designer I built up my leadership and presentation skills, holding lectures about design philosophies and tutoring new joiners.

When creating levels for King games, I first try to find an eye pleasing shape, which I later iterate upon. I focus on creating a fun level before even thinking about the difficulty, because it's easier making a fun level hard than the opposite. A level that is only hard, tend to be frustrating, which I want to avoid at all costs. Players should end their play sessions on a happy note, so they want to come back again.

Jr Level Designer
(2021 - 2022)

Level Design Intern
(2020 - 2021)

IO Interactive

Level Design Intern
(2018 - 2019)

I worked on finishing up **Hitman 2**, it's two expansion packs and the live content. The live content includes **Challenge packs** which are new trials & achievements and **Elusive Targets**, which are timed exclusive targets that the player gets one chance to eliminate.

I also worked on the two **expansion packs** with the Hantu Port & New York levels. I solely designed the first **Special Assignment**.

I worked closely with other disciplines and learned a lot about puzzle design, stealth and the AAA-market.

Education

Advanced Diploma in Level Design

The Game Assembly
(2016 - 2019)

At TGA I worked on eight group projects with six different groups. Four of the games were in 2D and four in 3D. I also worked on several personal projects in multiple engines and genres.

From my time at TGA, I learned how to design for many different genres, how to work with many different engines and the agile work process, such as scrum.