

RESUMÉ

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PROFESSIONAL EXPERIENCE

Senior Level Designer | Ubisoft Entertainment AB
June 2024 - Present

Was promoted to Senior with the goal of taking on a bigger role and more involved responsibilities, part of which I was doing already anyway.

Level Designer | Ubisoft Entertainment AB
January 2018 – June 2024

Worked as a Level Designer from the inception of the Ubisoft Stockholm studio. As employee number 7 I've had the experience of working in an environment with start-up vibes but with a big name behind it, and seeing the studio grow gradually over the years all the way up to 200+ employees being involved in big AAA Ubisoft projects and brands, working along many other Ubisoft studios worldwide.

In my responsibilities as a Level Designer I was involved with conceptualizing and prototyping content, designs and tools for unannounced projects as well as initial paper design, blockout, gameplay iteration and art pass adjustments all the way through to polish and release of at least a dozen locations and quests in Avatar: Frontiers of Pandora, released Dec 7 2023

Level Designer | MachineGames Sweden AB
September 2016 – November 2017

Worked as a Level Designer on Wolfenstein 2: The New Colossus where my responsibilities included designing gameplay space, making player collision meshes, creating journal maps (minimaps), maintenance and bug fixing etc.

Level Design Intern | Starbreeze Studios AB

January 2016 – August 2016

As a Level Designer my job was to concept, design, script and art levels for Payday 2.

Sales rep. | Coop Konsum Hallonbergen

2013

Part of my job was to keep the store looking presentable, restock wares, handling the cash register, closing and opening routines etc. A very social job with constant customer contact.

Project assistant | Clarity Digital AB

2011

As an assistant my job was to work together with the project lead on things like communicating with customers and advice, plan with and guide them according to their needs. The company specializes in digital media and the marketing of digital products (apps for mobile devices for example).

Construction worker | Reinertsen AS

2010

I was part of a 2 month demolition, relocation and renovation project of an entire block in Trondheim, Norway, where my job varied a lot between things like demolition work to reinforcement, to construction.

There was some downtime with other companies involved, which was spent on various maintenance and repair jobs.

A fairly simple but physically demanding job.

Maintenance worker | Trondheim Bydrift

2008

Areas of responsibility: Parks, recreational areas and forests. Basically Parks & Rec.

EDUCATION

Changemaker AB – FutureGames Academy

2014 – 2016

Vocational education in game design.

Changemaker AB - Certifierad Agil Projektledare

2012

Vocational education in agile project management methods (such as Scrum)

Fryshusets Kunskapscentrum

2004

High school with video game programming fundamentals courses.

QUALIFICATIONS AND TECHNICAL SKILLS

- Languages: English, Swedish, Norwegian & Spanish (to an extent).
- Software:
 - Ubisoft's Snowdrop Engine (7 years, level editor and scripting)
 - Unreal Engine 4 & 5
 - idTech 6
 - Starbreeze's Diesel Engine (Payday 2)
 - Unity
 - Adobe Photoshop
 - Adobe Illustrator
 - SketchUp
- Computer & network technology (hardware)
- Excellent technical knowledge and expertise
- Certified Scrum Master I