

Christoffer Janbris

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Showreel:  Christoffer Janbris - Level Design Showreel, 2025

Portfolio: <https://christofferjanbris.wixsite.com/portfolio>

WORK EXPERIENCE

Illusion Labs, Malmoe – *Level Designer*

aug 2023 – jun 2025

I worked on the latest title, Touchgrind BMX 3, as a Level Designer. I had ownership of several levels where I collaborated cross-disciplinary from concept to Release Candidate. Established and updated pipelines within the level design. Also did testing on older titles.

City Gross, Staffanstorp – *Deli worker*

jun 2023 – aug 2023

Summer job in the store's deli. I worked with charcuterie, cheese, food and fish. Worked primarily evenings, weekends and closing hours, which demanded a high level of knowledge about the assortment and working independently.

Health and Care administration, S. Sandby – *Care Assistant*

jun 2021 – aug 2021

Summer job where I helped care takers with daily needs and administered their medication.

Ljud & Bildskolan, Lund – *Substitute Teacher*

apr 2020 – jun 2021

Responsible for planning and executing courses in game development. Also mentored a class.

Arena305, Malmoe – *Youth Leader*

dec 2019 – aug 2021

Worked at Arena305, a house of culture for youths ages 15-25. Primarily worked evenings and weekends during open hours for visitors. Worked in the reception, the café and coached youths visiting.

Avarn, Lund – *Security Guard*

dec 2019 – mar 2020

Worked mostly on stationary objects. Closing hours and controlling different environments. Worked both day and night.

Bitwave, Gothenburg – *Community/Social Media Manager*

jan 2019 – jul 2019

Marketing the company and its game on social media. Also had an active role as office coordinator helping the CEO with day to day tasks such as daily accounting and events.

Granngården, Malmö– *Master data*

jun 2017 – aug 2017

Worked a summer supporting an internal project at Granngården. Together with Master Data and E-Shop I transferred old articles from an old system, to a new, more updated, system. Also helped out Master Data with daily tasks.

EDUCATION

The Game Assembly, Malmö – *vocational degree in Level Design*

aug 2021 – april 2023

Level Design och Game Development.

YH-Landskrona, Landskrona – *vocational degree in Event Management*

aug 2016 – jun 2018

Project- and Production management in the entertainment & meeting industry.

SKILLS AND TOOLS

- **Game Engines**
 - Unreal 4 / 5
 - Unity 5 / 6
 - Construct 2 / 3
 - Volt
- **Scripting**
 - Blueprint
 - C#
- **Modeling Programs**
 - Blender
 - Maya
- **Version Management**
 - Github
 - Sourcetree
 - Perforce
- **Languages**
 - Swedish
 - English
- **Digital Tools**
 - Taiga
 - Microsoft Office
 - Jira
 - Fortnox
 - Firebase
 - Xcode
 - Visual Studio
- **Others**
 - B-Diving License
 - HLR
 - VU1

SELECTION OF VOLOUNTER WORK AND EVENTS

- Malmö festival
- Bayside festival
- HX
- Harvest Festival Öland
- Harvest Festival Gotland
- Lund Comedy festival
- Eurorando
- Nordic Game Conference
- Bröllopsfeber
- Emporia Fashion Show
- Christmas Tree Shop IKEA Kålleröd
- Hellström Tour, Rullande Åska
- Idrottsgalan Stockholm
- JIA-mässan Lund
- Juristdagarna Stockholm