

AHAB IBRAHIM

LEVEL DESIGNER



CONTACT

0701872873

Ahab.ibrahim@hotmail.com

212 16 Malmö City, Skåne

www.ahabibrahim.com

SKILLS

- Unreal Engine 5
- Unity
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking
- Scrum
- Krita
- Blender

LANGUAGES

- English (Fluent)
- Arabic (Basic)
- Swedish (Fluent)

PROFILE

I'm a 28-year-old Level Designer at The Game Assembly in Malmö, currently applying for an internship. I really enjoy the cross-disciplinary collaboration and open communication that goes into making games, and I love acting as a bridge between disciplines to create memorable spaces. I have a Bachelor's in Digital Game Design from BTH awarded with "Level of the year," and I'm an open, respectful person who stays disciplined through martial arts and draws plenty of inspiration from manga and games

EDUCATION

The Game Assembly 2024 - PRESENT

Higher Vocational Education In Level Design

- Advance Level Design
- Multidisciplinary Game Projects
- Visual Scripting:
- World Building & Composition:
- Team Management / Project Coordinator

Blekinge Institute Of Technology

Design Of Digital Games 2020 - 2023

- Bachelor's degree in game design, including thesis project
- Game Design
- C# Programming in Unity.
- Multidisciplinary Game Projects
- Awards: Level Of The Year

WORK EXPERIENCE

Statens Institutionsstyrelse 2023- 2025

Responsible for nighttime safety through patrols, supporting youth, and reporting to day staff

Bartender 2018- 2025

Responsible for preparing drinks, engaging customers socially, creating a welcoming atmosphere, and ensuring positive guest experiences

LSS boende 2021- 2024

Support assistant

Responsible for providing daily support based on individual needs, promoting independence, collaborating in teams, and handling documentation