JONATHAN GOLOBOV
SENIOR LEVEL DESIGNER

HUMBLE, DEDICATED, CREATIVE

RELEVANT EXPERIENCE

MASSIVE ENTERTAINMENT (2014 – current)

AVATAR: FRONTIERS OF PANDORA

Senior World Designer

TOM CLANCY'S THE DIVISION 2

Level Designer

Worked on open world events, side missions and world logic setup.

SOUTH PARK: THE FRACTURED BUT WHOLE

Junior Level Designer

Worked on scripting, sequence integration, loot placement, generic character setup.

TOM CLANCY'S THE DIVISION

Junior Level Designer

Worked open world events, side missions and world logic setup. Also worked on Survival DLC.

SOFTWARE SKILLS

- Very comfortable using editors such as Snowdrop, Unity and Unreal.
- Very comfortable using visual scripting tools for logic creation. Have a good understanding of C# in Unity as well.
- Comfortable using Adobe Photoshop.
- Basic understanding of Autodesk Maya.

EDUCATION

THE GAME ASSEMBLY (2012 – 2015)

Level Design Program, 550 YH Points. Diploma in Higher Vocational Education.

UNIVERSITY OF SKÖVDE (2007 – 2011)

Courses in game design, creative writing and documentary media.

LANGUAGE

SWEDISH – Native

ENGLISH – Full professional proficiency