JONATHAN GOLOBOV

SENIOR LEVEL DESIGNER

RELEVANT EXPERIENCE – 12 years across 5 shipped titles

IO INTERACTIVE (2023 – 2026)

- **007 FIRST LIGHT** (2026) – Senior Level Designer

  Mission ownership, scripting, drama setup, combat design, tutorial design, NPC setup, layout, puzzle design and mentorship. Was part of shaping and supporting the Q-lab experience all the way to ship, including the final mission, For England.

MASSIVE ENTERTAINMENT (2014 – 2023)

- **AVATAR: FRONTIERS OF PANDORA** (2023) – Senior World Designer

  World events ownership, layout, world logic, quest scripting, event placement & distribution and mentoring juniors. Promotion to senior during production.

- **TOM CLANCY'S THE DIVISION 2** (2019) – Level Designer

  Scripting, layout, open world events, side missions and world logic setup.

- **SOUTH PARK: THE FRACTURED BUT WHOLE** (2017) – Junior Level Designer

  Scripting, sequence integration, loot placement, generic NPC setup.

- **TOM CLANCY'S THE DIVISION** (2016) – Junior Level Designer

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

SKILLS

- Level design
- Mission design
- Level scripting
- Combat design
- World design
- Puzzle design
- Tutorial design
- Cross-disciplinary collaboration
- Mentorship

TOOLS

Snowdrop • Glacier 2 • Unity • Unreal • Photoshop • Confluence • Jira • Perforce P4 • Miro

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

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