



NIKOLAS JOUKOWSKI

Game / Level designer

Contact

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- Falun, Sweden

Click the icons below to go to my Itch.io, LinkedIn and my portfolio.



Skillset

Level design
Game Design & Processes
Playtesting & iteration
Design Documentation
Technical communication
Visual Scripting (Unreal Engine)
Architectural level planning(Basic)

Tools and Softwares

Unreal Engine
Unity
Version Control(Git)
Miro / Milanote / Figma
Blender (Basic)
Visual Studio

Languages

Greek (Native)
English (Full Professional)
Swedish (Basic)

Reference

References available upon request

Profile

I'm a game/level designer focused on building memorable player experiences through strong spatial design, iteration, and collaboration.

With a BSc (Hons) in Games Programming, I bridge design intent with technical understanding to support smooth implementation.

I'm always improving my craft through playtesting, feedback, and refining levels to guide, challenge, and reward players.

Work Experience

Abtos Covert — Game/Level Designer (2020–2026)

Released on **Steam**.

Led level/design work to support an immersive player experience

Projects

Entropy (GAME OF THE YEAR) | First-person, Puzzle

Project lead; worked on **level design**, puzzles, hub structure, light and overall pacing.



Nautilus | First-person, Atmospheric

Led the project while building levels and supporting implementation, **focused on pacing, navigation, and feel**.

Project Echo | First Person, Puzzle

Lead; **Designed puzzle levels around cylinder-rotation** and backtracking, teaching mechanics through clean, readable spaces.

Education

PlaygroundSquad (YH), Falun — Game Design,
(09/2024–07/2027)

Middlesex University, London — BSc (Hons)
Games Programming
(10/2019–11/2022)