



VICTOR MAJORIN

LEVEL DESIGNER

PROFILE

Former director and writer with over 10 years experience, now turned Level Designer.

A passionate creative with a strong belief in the importance of collaboration, communication and coordination.

Currently looking for an internship as Level Designer between **September 2024 – April 2025**.

SKILLS

- Unreal Engine
- Unity
- Blender
- Perforce
- Scrum & Agile Workflow

CONTACT

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EDUCATION

2022 – 2025	THE GAME ASSEMBLY, MÄLMO LEVEL DESIGN
2014 – 2017	KOGAN ACADEMY OF DRAMATIC ARTS, LONDON DIRECTING
2013 – 2016	KINGSTON UNIVERSITY, LONDON BA (HONS) IN ART
2010 – 2011	MÄLMO HÖGSKOLA, MÄLMO DRAMA AS A TOOL FOR TEACHING, GENDER STUDIES

EXPERIENCE

DIRECTOR | 2010 – 2022

FREELANCE, FILM & THEATRE

On a multitude of projects for both theatre and screen. Clients include *Tenth Muse Productions* and *Lee Seger Art*.

WRITER | 2014 – 2022

FREELANCE, COPYWRITE & SCRIPT

Scriptwriter on several independent projects. Copywrite include clients such as *Pricerunner*.

PRODUCER | 2010 – 2022

FREELANCE, THEATRE

Co-developed and produced several successful shows for Children's Theatre and Fringe Festivals in London.

CHEF | 2016 – ONGOING

BAR & RESTAURANT

Working in and running various kitchens. Employers include *Harringay Arms*, *Jerkmaica* and *Brewdog*.

CHILDREN'S DRAMA TEACHER | 2009 – 2017

FREELANCE

Taught drama to children's groups ages 4-12. Clients include *Malmö Amatörteater Forum* and *Kogan, London*.