




## About Me


With a professional background from previous careers in Programming and Systems Administration, I bring a creative perspective together with a deep technical understanding to every project.

I am a team-player by heart and thrive when working together with others.

## Contact

 +46 76 811 41 04

 love.lustig@runbox.com

 Lund, Sweden  
Willing to relocate

## Skills

- Unreal
- Unity
- Python
- Test-Driven Development
- Linux Servers (Redhat, SUSE)
- Git, Jenkins, Perforce
- Issue-tracking systems (JIRA)
- Scrum

## Language

- Swedish (Native)
- English (Fluent)

# LOVE LUSTIG

## Level Designer

### Education

(2024 - Present)

#### THE GAME ASSEMBLY

Higher Vocational Education in Level Design  
courses included:

- Level design
- Visual scripting
- Composition & world building
- Multidisciplinary game projects

(2014 -2017)

#### STOCKHOLM UNIVERSITY

BA Computer Sciences

(2012 -2013)

#### STOCKHOLM UNIVERSITY

Game Development - Design

### Professional Experience

(2020 -2023)

#### SOFTWARE DEVELOPER

Funnel AB

- Was part of one of the "plugin" teams.
- Test-driven development with a large focus on mob-programming.
- Responsible for design, architecture, building, testing, documentation and support for numerous API-integrations.

(2018 - 2019)

#### ICT - SERVICE ENGINEER

ELITS AB / Ericsson AB

- Worked as a consultant at Ericsson AB.
- Acted as a second/third support for Ericssons internal CI/CU system, "eiffel".
- Became tech lead for a couple of components that is part of the Eiffel-system, such as Jenkins, Elastic Search and MongoDB.

(2017 - 2018)

#### SR. TECHNICAL ACCOUNT MANAGER

NASDAQ

- Worked as a support-technician in the Global Market Operations - team.
- The work entailed Protocol-support (ITCH, OMNET, FIX), network-troubleshooting and customer-support for the TSN and NFX-markets.