

SAMUEL LÜCKE

LEVEL DESIGNER

CONTACT

LOCATION
Stockholm, Sweden

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EDUCATION

FutureGames Stockholm
Game Design Diploma (FG25)
2025 – PRESENT

B.A. Game Design & Management
Hochschule Fresenius, Berlin
2022 – 2025 · GRADE 1.9

Abitur
Urban Gymnasium Wermelskirchen
2022

SKILLS

Engines & Tools
Unreal Engine 5 (Blueprints), AngelScript
(currently learning), Unity (C#), Blender,
Perforce, Git, Diversion

Production
Product Ownership, Scrum, JIRA, Trello,
Steamworks / SteamCMD

Languages
German · Native
English · C1 (Duolingo certified, 145/160)

Level designer at FutureGames Stockholm, generalist by nature. I design levels through blockout, playtest and polish, and move into product ownership, QA or engine work whenever a project needs it. Strong in Unreal Engine 5 Blueprints, currently learning AngelScript, with a management background that carries into how I approach product ownership.

EXPERIENCE & PROJECTS

P.R.O.S.

IN DEVELOPMENT

7 WEEKS · 2026

Level & Tech Level Designer · FutureGames Stockholm · Team of 10

- Owned level design for all three maps (HQ, Pipori Prime, Veldra-9) in Unreal Engine 5, from sketch through blockout to final
- Fixed three playtest-identified problems: beacon sightline, return-path confusion under time pressure, and pacing gaps
- Prototyped core systems (drill, extraction beacon, quota HUD, deathplane), handed off to and refined by the programming team; a planned spawn-randomization system was cut due to time

Linebound

SHIPPED ON STEAM

UNITY

Product Owner & Level Designer · FutureGames Stockholm · Team of 7

- Owned scope and post-launch support; after the course ended, joined our Scrum Master and one more teammate to release the game, sharing the call on launch strategy
- 339K+ lifetime units, 85% positive across 132 reviews, 1,913+ wishlists
- Level clarity rated 9.6/10 across roughly 30 playtesters, iterated from continuous playtest feedback
- Later shifted into a broader generalist role on the team, covering level design, UI and environment art integration as needed

QA Testing

MULTIPLE PROJECTS

FutureGames Stockholm & Hochschule Fresenius, Berlin

- QA testing experience across several Game Projects at FutureGames, plus earlier coursework projects at Fresenius: test planning and structured reporting

Bertrandt

2 WEEKS

School Internship · Marketing & Practical Rotation

- One week in the marketing department, one week in a hands-on practical department

ADDITIONAL PROJECTS

Dreamy Pastures (GP1, Unity, generalist role) and AimRush (solo FPS movement/aim-trainer, fully self-directed).