

LUKAS ALONGI

Game Designer, Level Designer, Writer

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I am a game designer with a passion to learn and grow my skills. I am energetic and eager to gain knowledge from peers and professionals, and to constantly improve my comprehension in the gaming industry. I aspire to become multi-cultural in the industry, and to be fundamental in the development of impactful games.

CORE COMPETENCIES

- Level Design
- Writing
- Environment Design
- Narrative Design
- Project Management
- Unity & Unreal
- Adobe Suite
- Blender
- Plastic SCM/Perforce
- Jira

EXPERIENCE

Simulation Developer – VKY (Virtual Training Environment) | August, 2024 – March, 2025

Finnish Defense Forces, Finland

- Maintained and developed military training simulators as part of Finnish mandatory service, stationed in VKY task.
- 3D modeled Finnish Defense Forces equipment and integrated assets into VBS (Virtual Battlespace), a military simulation platform by Bohemia Interactive.
- Designed and implemented custom combat training scenarios for conscript instruction and readiness.
- Collaborated with VKY teams across Finland to ensure consistency and quality of virtual training environments.
- Developed skills in translating real-world military situations into structured, interactive simulation experiences.

Game Development Intern | 12-week internship | September – November, 2023

HypeHype Inc. – HypeHype (formerly Frogmind), Helsinki, Finland

- Collaborated with a team of 5 interns to create content using the HypeHype mobile game development platform.
- Contributed in dual roles as Developer and Quality Assurance, supporting game creation and feature testing.
- Participated in educational sessions led by company professionals, gaining insights into game design, production workflows, and market movements
- Provided user feedback to help improve app features and usability.
- Gained hands-on experience in design thinking with a focus on hyper-casual mobile game development.

UNIVERSITY PROJECTS

Pango – Third-Person Platformer Game | March – June, 2023

Third-Year Game Project, Breda University of Applied Sciences

- Contributed to the development of *Pango*, a third-person platforming game featuring a pangolin character with unique movement mechanics (walking and rolling).
- Served as the primary Level Designer in a multidisciplinary team of 17 (3 programmers, 8 artists, 6 designers); secondary role in Narrative Design.
- Designed engaging, varied environments balancing fast-paced sloped segments with slower, puzzle-based platforming challenges.
- Focused on executing a specialized design role within a larger production pipeline, gaining deep insight into collaborative game development.

Starless – Physics-Based Collectathon Platformer | February – May, 2022

Second-Year Game Project, South-Eastern Finland University of Applied Sciences (XAMK)

- Designed and developed *Starless*, a third-person platformer focused on simulated physics and momentum-based gameplay, enriched with narrative and immersive worldbuilding.

- Held primary roles in Level Design, Worldbuilder, and Writer within a 5-member team; contributed additionally as Project Manager, 3D Modeler.
- Achieved Top 5 placement at the 2022 Bit1 Game Competition in Helsinki, Finland.
- Built a functional game demo expanding on a previous school assignment, demonstrating iterative design and team collaboration.

Azure – Open World Game Concept & Trailer Mockup | *October – December, 2021*

Second-Year Pre-Production Project, South-Eastern Finland University of Applied Sciences (XAMK)

- Developed *Azure*, a concept for an open-world action-adventure game set during Italy's interwar occupation of modern-day Croatia.
- Led World Design and Narrative Development during pre-production; contributed to Gameplay Design.
- Directed and edited a cinematic trailer mockup; secondary responsibilities included Voice Direction.
- Collaborated within a team of five, gaining hands-on experience in large-scale group coordination and interdisciplinary creative roles.

EDUCATION

B.A., Game Design | Aug 2020 – May 2024

South-Eastern Finland University of Applied Sciences (XAMK) | Kouvola, Finland

Key Modules: Level Design, Narrative, 3D Modeling and Sculpting, UI Design

Exchange Semester – B.A., Creative Media and Game Technologies | Feb 2023 – June 2023

Breda University of Applied Sciences | Breda, Netherlands

Key Modules: Workshops, Game Project

ACTIVITIES & INTERESTS

- **Floorball** - Played for 18 years; represented the USA U19 Men's National Team at the World Floorball Championships in 2017 and 2019.
- **Creative Writing** – Passionate about storytelling through short stories and long-form narratives, with aspirations to complete a full-length story as a novel or narrative-driven video game.
- **Worldbuilding** – Independently develop fictional worlds as a hobby, combining creative writing, historical research, and design thinking to craft fleshed out worlds beyond work and academic projects.