

RIKA LIM

LEAD LEVEL DESIGNER LIM MING XIAN
SENIOR LEVEL DESIGNER



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Stockholm, Sweden



I am passionate about creating immersive and engaging game worlds that delight and inspire millions of players. I have shipped games from popular franchises, such as PAYDAY and Assassin's Creed. I have also led and mentored level design teams across multiple studios and regions, collaborating with other disciplines and stakeholders to deliver high-quality content and experiences. In 2024, I decided to return to the creative space as a Level Designer to design and create levels and the world together with the team at Liquid Swords for their very first game.

WORK EXPERIENCE

Liquid Swords

Level Designer

Jan 2024 - Present

Game Involved: Unannounced Project (Game #1)

- Mainly involved in the world building and creation of the district blocks
- Designing and creating district maps and the layouts itself in the game for the world infrastructure

Starbreeze Studios

Lead Level Designer

Aug 2021 - Dec 2023

Game(s) Involved: PAYDAY 2, PAYDAY 3

- Leading and managing the level design department
- Identifying and breaking down the game direction into actionable level specifications
- Leading the effort of the heist design direction and creation (PAYDAY 2 & 3)
- Setting up content roadmap, workflow and prioritization for level designers
- Reviewing content and scope for heists

Ubisoft Singapore

Lead Level Designer

Jul 2020 - Jul 2021

Game(s) Involved: Assassin's Creed Valhalla - [Siege of Paris DLC](#)

- Led and managed the World Design team across Ubisoft Singapore, Chengdu and Philippines
- Mentored level designers in the aspect of career development and worldbuilding

Associate Lead Level Designer

Apr 2018 - Jun 2020

Game(s) Involved: Assassin's Creed Valhalla, Assassin's Creed Odyssey

- Led and managed the World Design team behind [Vinland](#) and Snotinghamscire region in England for Assassin's Creed Valhalla
- Product Owner and part of World Design Team behind Kythera, Pephka, Kos and Samos regions in Greece for Assassin's Creed Odyssey
 - Created some benchmark locations within the islands ([Locations Feature](#))

Level Designer

Apr 2017 - Mar 2018

Game(s) Involved: Assassin's Creed Origins

- Involved in creating various locations in the regions assigned to us
- Designed quest flow and set up in the game
- Created two iconic locations out of the many others
 - [Hawara Labyrinth](#): Multi-layer level with navigation for player (on ground and underwater), animal and reedboat (Man-made ruins, catacombs)
 - [Limestone Quarry](#) - Multi-layer level with combat and focused stealth navigation setup (organic layout with man-made structures)

Junior Level Designer

Sept 2015 - Mar 2017

Game(s) Involved: Assassin's Creed Syndicate

- Iterated navigation and flow for docks, boats traffic and collectibles placement on [River Thames](#)
- Supported on the quest and level design effort on World War I Spy missions

EXPERTISE

- Level Design
- Worldbuilding
- Team Management & Development
- Content Scope & Risk Assessment
- Mentorship

SHIPPED TITLES

- PAYDAY 3
- PAYDAY 2 (DLC Heists)
 - Crude Awakening Heist
 - Hostile Takeover Heist
 - Lost in Transit Heist
 - Midland Ranch Heist
 - Mountain Master Heist
- AC Valhalla - Siege of Paris
- Assassin's Creed Valhalla
- Assassin's Creed Odyssey
- Assassin's Creed Origins
- Assassin's Creed Syndicate

REFERENCES

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EDUCATION

DigiPen Institute of Technology

Bachelor's Degree, Arts in Game Design

2011-2014