

## Portfolio Launch - Level Design Class of 2016

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The Portfolio Launch is here! Below you will find portraits and links to the students' portfolios so you can get to know them a little before the embargo date on the 25th of April when the Meet and Greet is carried out. On the Meet and Greet it is free to start offering the students internships, however we highly emphasize the importance of giving the students time to think the offer through before they need to decide. We recommend giving them at least a few days.

Internship course will run from the 3<sup>rd</sup> of September 2018 until the 12<sup>th</sup> of April 2019.

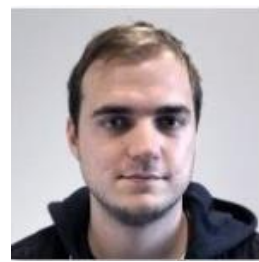
Let's present The Game Assembly's Level Design Class of 2016!



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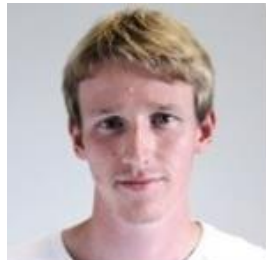
**Admir Burnic**  
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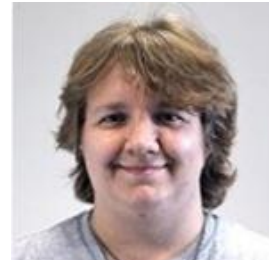
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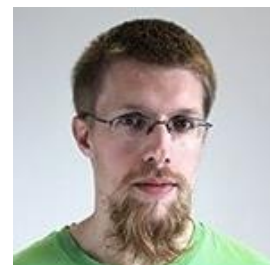
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