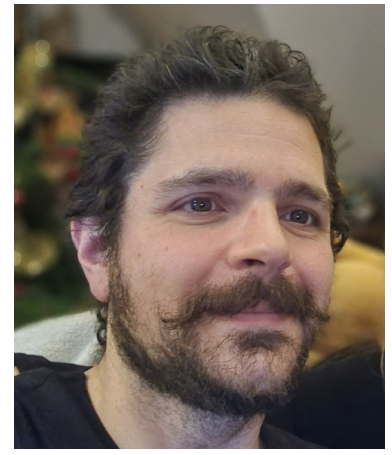


# Samson Nadier Wiklund

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## Game Designer

### Projects

**TBA, third person roguelike action-adventure, To the Sky AB, In development**  
(gameplay design)

Working in quest design, repeatable content modifiers, NPC-AI, RPG-elements, player retention, game fell, etc.

**“Avatar: Frontiers of Pandora”, First Person Adventure, Massive Entertainment, Ubisoft, 2023**  
(game design)

3C design (character, controls, camera), RPG-elements and balancing, ecoomy, mini-games, skill tree, level design, weapon design, collectibles. Owned three three features, two considered gold standard that was developed from idea to release.

**“Pick Your Potion”, VR game, Witch Please Studios, Self-published, 2017**  
(game design, scripting)

Created a VR fantasy cooking game for Oculus Rift and HTC Vive in Unreal 4. I co-developed all the functions, gameplay features, level-scripting and optimized the performance for VR. Won “Best execution in Audio” and “Best technical Execution” at The Swedish Game Awards 2017.

**“Apex”, First person runner game, Never Not Running, , Self-published, 2017**  
(game design, scripting, sound design)

A runner game where you traverse a pre-set obstacle course by drag and dropping the platforms and walls you will want to use and then run the course in first person.

I was the sole scripter and programmer for the entire project and thus crafted all systems, gameplay features, player controls, camera controls, UI, etc. As the lead in all things tech I got create tools like a level editor and a “piece-editor” (for the drag and drop phase).

**“Skylar & Plux: Adventure on Clover Island”, 3D-platformer, Right Nice Games, Grip Digital, 2016**  
(level design, level scripting)

I created a level for the downloadable content. Created the objective and layout, designed and tested the level and performed multiple user tests and QA for the level.

**Interaction Designer, Compost Marketing AB, 2012-2016**

(data-analysis, market research, behavioral sciences, design, layout, implementation)

I created tools and templates for email, sms, print and online marketing. Analyzing large sets of customer data for key selling points and buying behavior, creating campaign methods from the data, designing and implementing these as templates for use in business-to-business and business-to-client communication.

**Chairperson & operations, Diversi, 2013-2019**

(project management, event coordination)

Diversi is a non-profit organization, working to help diversify the gaming culture and industry, with a large network that includes the vast majority of Sweden’s AAA developers, indies, industry organizations such as Swedish Games Industry and Association of Swedish Game Developers, university and vocational school

programs, e-sports and community organizations. I organize scholarships for students, represent the organization for press and at industry events and develop projects and campaigns to further the cause of diversifying game culture, industry and education.

### **Template developer, Timecut AB, 2012**

(front-end development, layout, vector graphics)

I developed smart templates for print ads for clients in our system that adhere to specific ad space requirements such as column widths and ink type. Our clients ranged from local governments (proclamations) to recruitment agencies and entertainment events.

### **“Open Softwear”, Wearable technologies book, 2011**

(Arduino, physical prototyping, wearables, writing, editing)

Co-wrote the textbook on wearable technologies. Working with fabrics and circuits for fashion.

Used as course literature at Chalmers Institute of technology, Gothenburg University.

ISBN: 978-91-97-95540-9

## **Game Experiences**

2023-	<b>Gameplay designer, To the Sky AB</b>
2018-2023	<b>Game Designer, Massive Entertainment - a Ubisoft studio</b>
2009-	<b>Game Designer, Artist, Engineer, Freelance Game Developer</b>
2009-2018	<b>Games Journalist, Various publications</b>
2014-2018	<b>Member of the Board/Chairperson, Diversi (Swedish Game Industry Diversity Effort)</b>

## **Skills**

Code	Trained in C#, C++, JAVA, Javascript, PHP, MySQL, HTML + CSS.
Language	Native in Swedish, fluent in english writing and speaking. Speak some Japanese, French and Armenian.
Software	Unity, Unreal Engine (4 and 5), Snowdrop. Well-versed and comfortable with Adobes full creative suite.
Other	Experienced in agile, scrum, kanban and gantt. Very comfortable presenting in front of audiences. Dream team-mate for quiz-night.

## **Education**

### **Game Design, Vocational School, 2016-2018**

At Futuregames, Changemaker Educations. FutureGames is the leading games education in Sweden. By direct collaboration with representatives in the games industry the school provides an education that is designed to fit the industry’s demands and requirements. Interned at Massive Entertainment.

### **Interaction Design, Bachelor, 2006-2009**

At K3 Malmö University. The three-year bachelor program of interaction design has a strong focus on user-centered design of digital artifacts. The basis of education is in the strong Scandinavian design tradition of involving users in the design process which is desirable in design and technology companies worldwide. Students are trained to think critically and to challenge existing technology as a way to creatively reflect on the possibilities for new types of interaction.

### **Mathematics and learning, 2005**

Pedagogy and mathematics (trigonometry and patterns) at Malmö University.