

Samson Nadier Wiklund

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Game Designer

Industry veteran with a background in journalism and front-end programming that pivoted to game development in 2009.

Projects

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

Designed and implemented core gameplay mechanics for this roguelike action-adventure, including quest systems, repeatable content modifiers, and NPC AI behavior. Contributed to RPG elements, player retention strategies, and game feel

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

Owned three features, two considered gold standard that was developed from idea to release (Mimetic interactions - where players get a tactile feel when interacting with the environment outside of combat. Harvesting, where player skills in their mimetic interactions affect the quality of the harvest. Collectibles). Also worked on 3C design (character, controls, camera), RPG-elements and balancing, economy, mini-games, skill tree, level design, weapon design.

“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 and level-scripting. We successfully optimized VR performance for ‘Pick Your Potion,’ addressing technical challenges to achieve smooth gameplay on Oculus Rift and HTC Vive. This resulted in winning ‘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)

First Person Runner with puzzle elements where players place platforms in a grid to create their path, avoiding traps and obstacles. I developed custom tools for game development, including a level editor and a ‘piece-editor’, significantly improving the team’s workflow. I was the sole scripter and programmer for the entire project and thus crafted all systems, gameplay features, player controls, camera controls, UI, etc.

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

Designed and implemented a level for the ‘Skylar & Plux’ DLC, including layout, objectives, scripting, and playtesting, incorporating user feedback and QA testing to ensure a polished player experience.

Chairperson & operations, Diversi, 2013-2019
(project management, event coordination)

Led and managed Diversi, a non-profit organization focused on diversifying the game industry, overseeing projects, events, and communications with industry partners.

Skills

Programming

Proficient in C# and C++, with experience developing gameplay systems and tools in Unity and Unreal Engine (4 and 5). Experience with scripting in Javascript, PHP, and other languages for web development and backend systems.

Game Engines

Experienced and comfortable in Unreal and Unity using both visual scripting and text. Experience using in-house engines (Ubisofts Snowdrop Engine) and can translate knowledge and skills easily independent of environment,.

Software

Comfortable in Perforce, 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.

Languages

Native in Swedish, fluent in english writing and speaking. Speak some Japanese, French and Armenian.

Game Experiences

2024-	Gameplay designer, To the Sky AB
2018-2023	Game Designer, Massive Entertainment - a Ubisoft studio
2009-	Game Designer, Artist, Engineer, Freelance Game Developer
2009-2018	Games Journalist, Various publications
2014-2018	Member of the Board/Chairperson, Diversi (Swedish Game Industry Diversity Effort)

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.

