

# Jimmy Karlström

## Game Designer

### Introduction

I'm a Game Designer who has strong experience with systemic design, game engines, project management, scripting and level design principles. I have strong communication skills and have often found myself managing teams of various disciplines taking features from early concepts to finished products. I love to work tightly together in teams with a common goal, to deliver high quality game experiences using agile methodologies of development. I want to work in an iterative environment where ideas are heard and a group can achieve something great together.

### Work



#### Game System Designer - Starbreeze Studios AB

Multiplayer Co-op FPS

Q2 2017 - Ongoing

In June 2017 I was notified that Starbreeze wanted to hire me as a permanent employee. Around the same time I was put in charge of FP Experience in the game. I handled production and design for weapons and weapon customization where I lead a team of ~10 people to deliver a AAA FPS experience. This involved designing new systems for ADS, Reload, overseeing animations, mod production and finding solutions for multiple technical issues together with animators, artists, and programmers.

In addition I've also worked on Player/AI interaction, takedowns and contributed to multiple other gameplay systems in Overkill's The Walking Dead.



#### Game System Design (Intern) - Starbreeze Studios AB

Multiplayer Co-op FPS

Q1 2017 - Q2 2017

Joined Starbreeze in January 2017 as a Game System Design Intern as part of my education at Futuregames working on Overkill's The Walking Dead. Just a few weeks into this internship I started to work on core gameplay systems, character skills, traps etc. In addition I was involved in the transition to UE4 setting up certain workflows for design due to my experience making game systems with the engine.



#### QA Tester - The Solus Project for Teotl Studios

Singleplayer PC Game

Q4 2015

Did QA testing on The Solus Project, a singleplayer exploration game by Teotl Studios. Tracked and discovered multiple game breaking bugs and collision issues.

### Projects



#### Game Designer & Scripter - Ropes' Adventure

Singleplayer PC Game

Q2 2016 - Q3 2016

Developed in Unity 5 using C# at FutureGames. I was in charge of the camera system, cinematic trigger system, game design and story development for the game. I worked on gameplay features, level design and level art during the project. Additionally I set up a 1.5 year marketing plan for the game that got great grades for being thorough, detailed and well thought out. The game went on to win Game of the Year and Best Execution in Design in Swedish Game Awards 2007.

#### Experience Gained

- Story beats and narrative structure
- Defining clear player motivations
- Open Hub based level design and player guidance
- Dynamic and Scalable system design



Portfolio

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## Lead Game Designer & Scriptor - Gasoline Fury

Multiplayer PC Game

Q1 2016 - Q2 2016

Developed in Unreal Engine 4 as a game project at FutureGames. The development team consisted of 8 members where I was lead designer. I also did all the scripting and game programming for this multiplayer game. That includes character movement, player interaction, pickups, level-up system, client-to-client replication etc.

### Experience Gained

- Concept prototyping and development
- Advanced Class Interactions
- Dynamic usage of classes and player interaction
- Multiplayer replication within Unreal Engine 4
- Multiplayer Game Balancing



## Game Designer & Level Designer - TerraBot

Android Mobile Game

Q1 2015 - Q3 2015

Developed in Unreal Engine 4 for Android mobile platforms. Lead game and mechanic design. Spent a lot of time scripting mechanics and functions in Blueprint Visual Scripting.

### Experience Gained

- Visual Scripting, Blueprint
- Re-usable dynamic scripts and assets
- 2D Level layout and balancing
- Game Mechanics Design and Balancing

## Education



## Game Design - FutureGames

Advanced Vocational Education

2015 - 2017

I've studied Game Design with a focus on game scripting and system game design. During my education I've gained further experience in project management, level design and player guidance. During this education I worked in various teams on multiple game projects.



## Computer Sciences: Game Design - Stockholm University

Bachelor Level Studies

2012 - 2015

Studied Game Design at Stockholm University. These studies gave me a wide understanding of game design, level design, scripting, 3D art, animation and many other fields.

## Other Work & Employments



## Squad Leader Mechanised Infantry

GSS/T - Part Time & Conscripted Service

2008, 2011 - Ongoing

In 2008 I served as a Squad Leader in the Mechanised Infantry. During that time I learned a lot about people and working in stressed situations. In 2011 I got the opportunity to be employed part-time. I've learned how to work in groups both as a leader and member and solve problems during tight deadlines.

Additional Employments and Recommendations available upon request.