



# Albin Larsson

Technical Game Designer



## Summary

Game Designer with several years' experience in game development. I've got a Bachelor's in game design and have studied Game Programming. I enjoy pushing boundaries, working in quick iterative cycles with people who share my passion for great games.



## Work History

2022-01 -  
2023-08

### Junior Game Designer

MindArk

Worked on MindArk's upcoming Unreal 5 version of Entropia Universe. I started as an Economy Balance Designer, but moved towards System Design and prototyping as it was a better fit for both me and the company.

I was made owner/stakeholder of several designs, and with that came the responsibility of working on a feature from the initial design stage, through prototyping and testing, and eventually through the final implementation as well.

#### Responsibilities

- System design
- Prototyping (programming)
- Gameplay balancing
- Squad representative

2018-02 -  
2020-06

### Game Designer

Question Shark Studios

*Former start-up group that eventually disbanded. We met through the University and started game*



## Contact

### Address

Skövde, 54951 Sweden

### Phone

0709702888

### E-mail

larsson.albin95@gmail.com

### LinkedIn

<https://www.linkedin.com/in/albin-larsson-112930135/>

### WWW

nerfertius.com



## Skills

System design



Spreadsheets



Gameplay Programming



Project planning

●●●●●  
Good

*jamming together. We focused on gamefeel and absurd themes.*

**Games:**

- Roll, Die, Go Home (A Good Day to Die)
- FERMI
- A Dog Named Dave Stuck on a Rave
- Need a Hand?

**Responsibilities:**

- Game design.
- Balancing mechanics, both for core gameplay and for content.
- Front-End Programming, testing using prototypes, etc.
- Project planing.

**Merits:**

- "Need a Hand?" got voted as "Favorite game" during Global Game Jam in Skövde 2018.
- Entered the Game Incubator with Roll, Die, Go Home in 2018.

2016-06 - ●  
2017-03

**Game Designer**

Spudnik Games

*I was part of the original group for this Start Up. We met through Castle Game Jam 2016 and decided to continue developing the game we made there. Working with VR has been a dream of mine ever since.*

**Games:**

Varganatt

**Responsibilities:**

- Game design.
- Researched VR games and VR theory.
- Balancing mechanics.
- Project planing.

**Merits:**

 **Software**

Unity

●●●●●  
Excellent

Unreal Engine

●●●●●  
Very Good

Excel

●●●●●  
Very Good

C# Programming

●●●●●  
Good

 **Languages**

Swedish

●●●●●  
Excellent

English

●●●●●  
Excellent

 **References**

**Dennis Antonsson**

MindArk

Game Director

0723 04 89 77

dennis.antonsson@gmail.com

**Johannes Wallstedt**

MindArk

Lead Game Designer

0768 55 26 84

wallstedth@gmail.com

## Olof Hedstrom

Question Shark Studios  
VD, Programmer, Artist  
0721 61 02 53

Olof.hedstrom@gmail.com

2015-09 -  
2016-01

### Project Lead & Game Designer

Ancient Studios

*Entered the studio at a late stage, with the intent for me to organize the team's work.*

#### Games:

- Astro Faller
- Kitchen Chop Chop

#### Responsibilities:

- Project leading & planing.
- Game design.

2015-08 -  
2016-12

### Presenter

Spelverkstaden

#### Responsibilities:

- Plan workshops, lectures and open discussions about game development
- Prepare and present said events

### Modder

Twilight Imperium 4th Edition

Made some custom races for TI4, a strategy board game set in a tumultuous war-torn galaxy.

I learned a lot from adapting to the design of the game and working from the established mechanics to creating new, interesting abilities and units.

You can check them out here:

<https://drive.google.com/drive/folders/1Vocpm8U2fqPCF83X1ELL65ZKLFhYaV5j>



## Education

2017-09 -  
2018-05

University of Skövde - Game Programming

- Broad programming education, with a focus on game development.
- **The education included courses on:**
  - Programming in Unity (C#).
  - Programming in C++.
  - Computer Graphics, principles (JavaScript).
  - Game projects.

2014-09 -  
2017-05

- University of Skövde - Bachelor's in game design
  - Essay received highest grade.
  - Studied player behavior in multiplayer games.
  - Essay available here (Only available in Swedish)
  - **The education included courses on:**
    - Prototyping in Unity, GameMaker and with board games.
    - Development and balancing of game mechanics.
    - Narrative design and storytelling.
    - UX design.
    - Game projects.

2011-08 -  
2014-05

- Lerums Gymnasium - Technology & Media
  - Overall technical education with higher levels of math, physics and chemistry.
  - **The education included courses on:**
    - Computer Science
    - Programming
    - Photo and Film editing



## Certifications

2013-12

- Cambridge English: Level 2 (CAE)