

Resume

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Languages: Swedish (native), English (fluent)



Working experience

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| Current | Narrative Game Designer – Red Thread Games AS
Working as a narrative- and game systems designer. |
| 2016-2017 | Game Design Teacher – Mediagymnasiet
Worked as a high-school teacher in game design. Taught classes on basic game theory, scripting, Unreal Engine, narrative-, systems- and level design. |
| 2012-2016 | Game Designer – Paradox Development Studio
Worked on the titles <i>Stellaris</i> , <i>Runemaster</i> , <i>Magicka 2</i> and <i>Magicka: Wizard Wars</i> . Acted as game/systems/combat/level designer, writer, team lead and scrum master. |
| 2011-2012 | Junior Designer - Arrowhead Game Studios
Worked as game/systems/level designer on an undisclosed project and <i>Magicka DLC</i> . Spearheaded development with a team focusing on prototyping and implementing new features. |
| 2011 | Localisation Tester - Sony Computer Entertainment Europe
Worked as a Swedish localisation tester on <i>Resistance 3</i> , <i>Uncharted 3</i> and <i>Little Big Planet 2</i> . |

Education

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| 2007-2010: College | “Digital Games” program at Blekinge Institute of Technology
Received a Bachelor of Science degree from BTH in Karlshamn, Sweden. Majored in media technology with a focus on game design. |
| 2004-2007: High School | “Social-Science” program at Herrgårdsgymnasiet
Graduated with a focus on cultural studies from the high school in Säfte, Sweden. |

Fields of knowledge

Game Design	My main fields in design are gameplay systems and narrative, while I also have worked extensively with level, combat and UX. I've also taught these subjects at a high-school/college level. Have worked with Unreal Engine, Unity and Autodesk Stingray.
Coding & Scripting	I have extensive knowledge of visual scripting, and have worked with LUA and C# in content/AI scripting and prototyping. Also have experience coding in HTML and CSS for websites.
Writing	Have worked extensively with creative writing, both linear and non-linear. Well versed in constructing story structures and plan writing for game projects. I've written main story lines in comedy games, questlines in sci-fi games, post apocalyptic short stories and more.
Project Management	Have worked with, and taught, Scrum methods, as well as Kanban and general Agile. I've also managed teams and acted as Scrum Master. Well versed in JIRA and Hansoft software.
Computers	Knowledgeable in building PCs. Well experienced with the Google editing suite, the Adobe art suite (Photoshop, Premiere Experience Design), Autodesk Maya, Audacity, SVN and more.

Other merits

Ongoing	Game design lectures Have held lectures in game design at <i>Westerdals College</i> in Oslo and at the highly acclaimed <i>Futuregames</i> education in Stockholm.
2017	Published works Wrote a short story for the anthology book " <i>Zonen vi ärvde</i> ". A tie-in to the Pen&Paper RPG " <i>Mutant: Year Zero</i> " by <i>Fria Ligan AB</i> . I also wrote and self-published a teen-fantasy novel in high-school.
2016	Project restructuring Helped Paradox Development studio redefine and improve their production planning for <i>Stellaris</i> and <i>Runemaster</i> , using a modified version of Scrum.
2010	Started an independent game studio Was a part of starting <i>Parakeet Studios</i> after college. Worked as a designer and project manager as well as pitched our game <i>Accelerando</i> to publishers at GDC in San Francisco.