

# Resume

## Niclas D. Karlsson

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**Languages:** Swedish (native), English (fluent)



## *Working experience*

Current

### ***Game Designer – YAGER***

Working as a game designer for core gameplay, and combat on *The Cycle* and an unannounced project.

2018

### ***Narrative Designer – Red Thread Games***

Worked as a narrative- and game designer on an unannounced project.

2016-2017

### ***Game Design Teacher – Mediagymnasiet***

Worked as a teacher in overall game design for a high school. 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 *Stellaris*, *Runemaster*, *Magicka: Wizard Wars* and *Magicka 2*. Acted as designer, writer, team lead, scrum master and localization manager. Worked with design for systems, combat, AI, UX and levels.

2011-2012

### ***Junior Designer - Arrowhead Game Studios***

Spearheaded development with a team focusing on prototyping and implementing new features. Worked with level design, AI, and mission scripting on an undisclosed project and *Magicka DLC*.

2011

### ***Localisation Tester - Sony Computer Entertainment Europe***

Worked as a Swedish localisation tester in Sony's Liverpool office on such projects as *Resistance 3*, *Uncharted 3* and *Little Big Planet 2's* DLC. Even did some technical translation work for the PS4.

## ***Fields of knowledge***

### **Game Design**

My main fields in design are gameplay systems, combat, narrative and UX. I've also taught these subjects at the high-school level and above. Have also worked with multiplayer balancing, using metrics and community feedback to inform design decisions.

### **Coding & Scripting**

Have worked in LUA and C++ on professional projects, doing mainly content scripting, but also prototyping, gameplay systems and AI logic. Also have experience in C# for hobby game projects as well as HTML and CSS for websites.

### **Project Management**

Well experienced in working using Scrum methods, as well as Kanban and general Agile. I've managed teams and acted as Scrum Master, helping projects to achieve results quickly by making teams synchronize better.

I've used the project management and bug-tracking tools JIRA and Hansoft to plan, organize team members and track progress.

### **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, quest lines in sci-fi games, and have also gotten a dire short story published.

### **Localization**

I've worked in all fields of localization, from translation and testing, to ordering and handling deliveries from external providers.

### **Computer Software**

I'm well versed with computers, have built a handful of my own PC's.  
Game Engines: Autodesk Stingray, Unreal Engine, Unity.  
Editing: Google Docs, Google Sheets, Google Sites.  
Art: Adobe Photoshop, Adobe Experience Design, Adobe Premiere, Autodesk Maya.

## ***Education***

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.

## ***Other merits***

2015 – Ongoing

### ***Lectures in game design***

Started holding lectures in general game theory and design at the *FutureGames* school in Stockholm, as well as at *Mediagymnasiet* and smaller game developer events in Oslo.

2017

### ***Published short story***

Got a short story published in the anthology collection “*Zonen vi ärvde*” by Fria Ligan AB. A tie in book to the Pen&Paper RPG “*Mutant: Year Zero*”.

2016

### ***Restructuring of project management***

Helped Paradox Development studio redefine and improve their production planning for two projects, using a modified version of Scrum.

2009-2010

### ***Starting an independent game studio***

Started Parakeet Studios and worked as a level designer, designer and project manager in the team in. The game “*Accelerando*” was the main project and was pitched to publishers at Game Connection in San Francisco.

2007

### ***Final project at Herrgårdsgymnasiet***

Wrote a teen-fantasy novel called “*Den siste profeten*” (“The last prophet”) as my final project in high-school.

2007

### ***Certificate of Advanced English – Grade B***

Took the test for advanced English knowledge and received with the second highest grade.