

Working Experience with Digital Games



Outsourced Scripter & Designer | Paradox Interactive AB | Jan. 2019 – Now

As an Outsourced Scripter, I work on multiple titles with the experiment team. Our focus is to increase upsell and improve DAU + MAU by implementing mechanics via A/B-testing.

Titles Worked On: Crusader Kings 2, Europa Universalis 4, Stellaris, and Imperator: Rome.



Jr. Game Designer | Paradox Arctic | January 2016 – November 2018

As a game designer at Paradox, I worked with creating content, designing mechanics, as well as some more technical system designs for AI.

Unannounced Project

Work Period: April – Nov. 2018 | **Platforms:** PC, Xbox One, PlayStation 4 | **Role:** Game Designer

Wrote designs for systems like the game economy and the AI (GOAP). Other tasks included balancing and creating narrative content. The game is developed using the Unity engine.

Crusader Kings 2 & Crusader Kings 2: Holy Fury

Work Period: January – July 2018 | **Platforms:** PC, Mac, Linux | **Role:** Game & Content Designer

Helped with the first A/B-testing by Paradox Interactive. Scripted and wrote the majority of the content which lifts up the DLCs in the game in a non-intrusive matter.

For Holy Fury, I created content (in-game events) and did bug-fixing in C++.

Unannounced Project

Work Period: Mar. 2017 – Jan 2018 | **Platforms:** PC | **Role:** Content Designer (Head of Content)

Lead a team of external writers to create content for a narrative-rich game. Scripted, and wrote parts of the narrative. Lead and taught the content team how to script in Clausewitz.

Pillars of Eternity: The Complete Edition

Work Period: July 2016 | **Platforms:** Xbox One, PlayStation 4 | **Role:** Game Designer

Created designs and UI mockups in the porting of the PC game to consoles.

Stellaris: Console Edition

Work Period: June 2016 – Feb. 2017 | **Platforms:** Xbox One, PlayStation 4 | **Role:** Game Designer

Documented and made mockups of menus and converting the gameplay to be functional on console platforms. Scripted using Clausewitz script and minor programming in C++.

Unannounced Project

Work Period: Jan. 2016 – May 2016 | **Role:** Game Designer

Writing and designing for a game pitch.



Jr. Technical Designer | Deep Silver Dambuster Studios | Jan. 2015 – Dec. 2015

Collaborated with the different disciplines in the studio to create prefabs in CryEngine which contained various types of gameplay elements for Homefront: The Revolution.

Freelance Experience for Tabletop RPGs



Writer | Onyx Path Publishing | Project Employed

As a project employed writer at Onyx Path Publishing, I write a specified wordcount in the chapters of a book selected by the book lead.

Core Rulebooks:

Mummy: The Curse – 2nd Edition | IP: *Mummy: The Curse* | **Release:** Est. 2021

I worked on this project as a chapter lead for the game rules, and managed a group of writers.

They Came from Beneath the Sea! | IP: *They Came from Beneath the Sea!* | **Release:** Est. 2020

For this book, I wrote some entries for the threats – enemies – category.

Supplement Books:

Global Outbreaks | IP: *Chronicles of Darkness – The Contagion Chronicles* | **Release:** Est. 2020

A Kickstarter stretch goal, where I wrote a short setting and rules on how to play as dyads.

Tales of Aquatic Terrors! | IP: *They Came from Beneath the Sea!* | **Release:** Est. 2020

A Summer of Terror! is a beginner-friendly campaign written by me.

Monsters of the Deep! | IP: *They Came from Beneath the Sea!* | **Release:** Est. 2020

As part of a successful Kickstarter campaign, more threats were created.

Chicago by Night (Folios) | IP: *Vampire: The Masquerade 5th edition* | **Release:** Aug. 2019

I wrote pre-written characters who associate with the Anarch faction and some story hooks.

Victorian Mage | IP: *Mage: The Ascension 20th Anniversary Edition* | **Release:** TBA

Story hooks inspired by historical events in North America, Central + South America, and Africa.

Spilled Blood | IP: *Vampire: The Requiem* | **Release:** TBA

I wrote two new bloodlines and a new enemy with connections to the Strix for this supplement.

Shunned by the Moon | IP: *Werewolf: The Forsaken* | **Release:** July 2019

I wrote the Geryo – an abhorrent Werewolf – for this supplement book containing new enemies.

The Contagion Chronicle | IP: *Chronicles of Darkness* | **Release:** Est. 2020

I wrote a scenario containing both new enemies and Conditions for the IPs released under the Chronicles of Darkness – the new World of Darkness.



Internships



Writer & Scripter Intern | Teotl Studios | *(Multiple occasions)*

I worked together with Teotl Studios under two different titles for The Solus Project. Console editions were subsequently released and weren't in development during my time there.

The Solus Project

Nov. 2013 – April 2014, Sep. 2014 – Dec. 2014 | **Platforms:** PC | **Roles:** Scripter Intern & Writer
I wrote the backstory of the humans and the collectable diary entries from the deceased crew. Writing designs for systems and presenting them for the team, balancing the game.



Game Design Intern | DreamStage AB | April 2014 – Aug. 2014

For a VR game, I scripted different mechanics and created menus in Unity.

Education



Advanced Vocational Education - Future Games – 2012 - 2014

Game design program. I took courses in game design theory, level design, scripting, and related subjects. We used Unity3D and Unreal Engine 3 during game projects