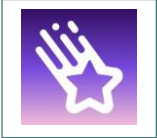


## Working Experience with Digital Games



### **Content Designer | Star Stable Entertainment | January 2022 – Current**

Creating various quest content and mechanics for the MMO Star Stable Online. Working and releasing new seasonal content as well as side quests.



### **Content Designer | Paradox Interactive AB | April 2020 – Dec. 2021**

Creating narrative content and mechanics for Crusader Kings 3 and the Royal Court DLC.

### **Outsourced Scripter & Designer | Paradox Interactive AB | Jan. – Nov. 2019**

As an Outsourced Scripter, I worked with the experiment team on various titles such as Crusader Kings 2, Stellaris, and Europa Universalis 4.



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

Being a small studio, my role of game designer requires me to be flexible within my discipline, working with both as a game designer, UX, scripter, and writer.

#### **Unannounced Project**

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

*“Writing designs for systems and presenting them for the team. Other tasks include balancing the game and creating narrative content. The game is developed using Unity as the engine.”*

#### **Crusader Kings 2 & Crusader Kings 2: Holy Fury**

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

*“First formal A/B-testing by Paradox Interactive. Scripted and wrote the content which lifts up the DLCs in the game in a non-intrusive matter.”*

*“Wrote content for DLC using Clausewitz script and helping out on the 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 half of the team Clausewitz script.”*

#### **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

*“Helped in 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.

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## Freelance Experience for Tabletop RPGs

Self-Employed Writer | Onyx Path Publishing | Project Employed



### Core Rulebooks:

**They Came from Beyond the Grave!** | IP: *They Came from...!* | Release: Est. 2021

*"I worked on the Abilities and Attributes section, reworking the system to fit the horror movies from the '60s and '70s."*

**Mummy: The Curse – 2<sup>nd</sup> Edition** | IP: *Mummy: The Curse* | Release: TBA

*"I'm worked as the chapter lead for the rules section, which entailed managing the rest of the chapter members while also contributing in writing for my chapter as well as others."*

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

*"For this book, I wrote some entries for the threats – enemies – suitable for the 50s and 60s b-movie horror sci-fi setting."*

### Supplement Books:

**Tales of Aquatic Terrors!** | IP: *They Came from Beneath the Sea!* | Release: February 2021

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

**Monsters of the Deep!** | IP: *They Came from Beneath the Sea!* | Release: March 2021

*"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 both South and North America, as well as Africa."*

**Spilled Blood** | IP: *Vampire: The Requiem* | Release: February 2020

*"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: September 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."*

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## Internships



### **Writer & Scriptor 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:** Scriptor 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.