

## 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. 2019 – 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 | Jan. 2016 – Nov. 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.

- **Crusader Kings 2 & Holy Fury DLC | Platforms:** PC, Mac, Linux | **Role:** Game & Content Designer |  
“First formal A/B-testing by Paradox Interactive. Scripted and wrote the content which shows 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 | 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 | Platforms:** Xbox One, PlayStation 4 |  
“Created designs and UI mockups in the porting of the PC game to consoles.”
- **Stellaris: Console Edition | Platforms:** Xbox One, PlayStation 4 |  
“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++.”
- **2 Unannounced Projects**  
“Writing designs for systems and presenting them for the team. Other tasks include balancing the game and creating narrative content. Developed using Unity as the engine, for PC & Console.”  
“Helped in writing and designing for a game pitch for PC. Prototyped using Unreal 4.”

### **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 | Paradox Interactive

- **Werewolf: The Apocalypse 5<sup>th</sup> Edition** | IP: *Werewolf: The Apocalypse* | **Release:** 2023

### Self-Employed Writer | Onyx Path Publishing | *Project Employed*

- **They Came from Beyond the Grave!** | IP: *They Came from...!* | **Release:** 2022  
*"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:** 2021  
*"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:** 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:

- **Victorian Mage** | IP: *Mage: The Ascension 20th Anniversary Edition* | **Release:** 2023  
*"Story hooks inspired by historical events in both South and North America, as well as Africa."*
- **The Contagion Chronicle: Global Outbreaks** | IP: *Chronicles of Darkness* | **Release:** 2023  
*"Wrote additional rules for the in-between classes, and a local setting for custom campaigns."*
- **Tales of Aquatic Terrors!** | IP: *They Came from Beneath the Sea!* | **Release:** 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:** 2021  
*"As part of a successful Kickstarter campaign, more threats were created."*
- **Chicago by Night (Folios)** | IP: *Vampire: The Masquerade 5th edition* | **Release:** 2020  
*"I wrote pre-written characters who associate with the Anarch faction and some story hooks."*
- **Spilled Blood** | IP: *Vampire: The Requiem* | **Release:** 2020  
*"I wrote two new bloodlines and a new enemy with connections to the Strix for this supplement."*
- **The Contagion Chronicle** | IP: *Chronicles of Darkness* | **Release:** 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."*
- **Shunned by the Moon** | IP: *Werewolf: The Forsaken* | **Release:** 2019  
*"I wrote the Geryo – an abhorrent Werewolf – for this supplement book containing new enemies."*

## 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.