

Simon Håkansson

Game Designer

LinkedIn: [account](#) | E-mail: simonihakansson@gmail.com

Portfolio: <https://ecksdee.live> | Address: Stockholm, SWEDEN

Skills

Unreal Engine | Blueprints | Unity | C# | Miro | Jira | Blender | Creative Cloud | Google Suite | P4V | Github
Figma | OBS Studio | Leadership | Coachable | Collaborator | Scrum | Swedish and English

Professional & Portfolio Project

Catherine Fallenius AB | Lead System Design & Product Owner 03.2024 - 08.2024

- Prototyped core game mechanics with Blueprints, collaborating with programmers for seamless integration.
- Developed a scalable combat system for players and enemies, using gameplay tags and animation notifies.
- Led a team of 4 designers and 3 programmers, fostering collaboration and effective task delegation.
- Boosted team performance by 24% through strategic and empathetic leadership as Product Owner.

Legend of Tronco | Combat, System & Gameplay Designer 05.2023 - 06.2023

- Designed and scripted modular combat abilities and skills using spreadsheets, data tables and Blueprint.
- Balanced and identified bugs in player abilities, documenting issues in Jira and recreated scenarios until fixed.
- Collaborated with programmers to design and optimize AI enemy behavior.

Part of Me | System, Gameplay and Narrative Design 09.2023 - 09.2023

- Collaborated with programmers to design and document immersive enemy AI with evolving behavior.
- Designed and implemented a loot system using Data Tables to Quickly create new interactable content.
- Built and implemented puzzle mechanics to pace player progression.

Work Experience

Mediemerah AB | Broadcast Technician 05.2022 - 09.2022

- Managed real-time decision-making and visual storytelling by switching between camera angles and graphics, ensuring the focus stayed on relevant subjects and maintaining high production value.
- Coordinated with producers, sound technicians, and clients to plan and execute live broadcasts, ensuring all technical requirements were met.

ESEN Esport | Studio Technician, Producer, Video Editor 04.2020 - 01.2022

- Mastered complex broadcast equipment (Tricaster and Behringer mixer) to produce high quality live gaming content, enhancing my understanding of real-time content production and audiovisual storytelling.
- Collaborated with my mentor to troubleshoot and resolve technical challenges under tight deadlines, improving my ability to adapt quickly.

Bring, IKEA e-commerce | Quality Assurance 09.2017 - 08.2019

- Planned daily tasks with the team, ensuring high product quality by scanning and identifying damages before delivery and training personnel in ergonomic and effective work practices.

Education

Futuregames | Higher Vocational Education 09.2022 - 08.2024

Medieinstitutet | Higher Vocational Education 08-2019 - 12.2021