

# Simon Håkansson

Game Designer

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## Skills

Unreal Engine | Blueprint Scripting | Gameplay Ability System | Unity | C# | Miro | Jira | Creative Cloud | Google Suite | Figma | Storytelling | Leadership | Coachable | Collaborator | Swedish and English



## Professional Project

**Froströk AB** | UE5 | ARPG

12.2024 - Present

- Built a **modular weapon design tool** in spreadsheets with structured data output via CSV and JSON-formatted cells, enabling seamless in-game integration and **rapid balancing** via a custom weapon editor.
- Designed and documented **core combat abilities**, including acquisition logic, gameplay functionality, and detailed references for animation, VFX, and SFX. **Collaborated closely with animator** and creative director to align vision. Offering **constructive feedback** to help refine animations and ensure abilities felt responsive, expressive, and true to the game's tone.
- Designed a **multilayered progression system** that encourages player experimentation and community-driven discovery, and **prototyped the system's interface** and flow using Adobe XD to visualize interactions and validate usability.
- Designed the **early combat encounters** and onboarding sequence, working closely with the creative director and narrative designer to teach core mechanics and enemy interaction without breaking immersion.

**Catherine Fallenius AB** | UE5 | Adventure Platformer

03.2024 - 08.2024

- Prototyped and implemented **core gameplay mechanics in Blueprints**, collaborating closely with programmers to iterate, polish, and scale systems for a stronger player experience.
- Developed and implemented a **scalable combat system** for the player character and enemies, using **gameplay tags and animation notifies** to seamlessly create combat and ability mechanics.
- Improved team performance by 24% as Product Owner through strategic planning and empathetic cross-discipline leadership.

**Legend of Tronco** | UE5 | Roguelite

05.2023 - 06.2023

- Designed and **scripted modular combat abilities** and skills using spreadsheets, data tables and Blueprint. Contributing to flexible and varied gameplay experiences.
- **Optimized player abilities** and **balanced enemy spawning**; documented issues in Jira and worked with developers to eliminate bugs.



## Prior Work Experience

**Mediemerah AB** | Broadcast Technician

05.2022 - 09.2022

- Managed real-time decision-making and visual storytelling by switching between cameras 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, enhancing my ability to adapt quickly to challenges.



## Education

**Futuregames** | Game Designer | Higher Vocational Education

09.2022 - 08.2024

**Medieinstitutet** | Online Video Producer | Higher Vocational Education

08-2019 - 12.2021