

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 Game Project

Froströk AB | UE5 | ARPG

12.2024 - Present

*Froströk is an **indie studio** founded by industry veterans, working on the first game for the studio.*

- Owned the design of the **Quest System** which utilizes **hierarchical Gameplay Tags** to trigger and keep track of quest progression.
- Driving the iteration of level design, testing structure, encounter flow, composition, and player guidance to **establish a foundation for future levels**.
- Wrote and **designed the onboarding flow**, including a **full boss encounter** with unique abilities and phase design to **teach core combat mechanics** through immersive gameplay.
- Designed and documented a **multilayered progression system** that encourages long-term engagement, **strategic experimentation**, and **community-driven discovery**. Designed and prototyped **combat abilities** using **Gameplay Ability System**.
- **Designed weapons** using a self built **modular weapon design tool** in spreadsheets with CSV/JSON output. Currently developed and implemented as an in-engine tool.

Catherine Fallenius AB | UE5 | Adventure Platformer

03.2024 - 08.2024

- Prototyped, implemented and polished **core gameplay mechanics** using **Blueprint visual scripting** in collaboration with programmers.
- Developed and implemented a **scalable combat system component** for the player character and enemies, using **gameplay tags and animation notifies**.



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