

# Simon Ströberg | Game Designer



## Bachelor of Arts in Game Design & Graphics

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Languages: Fluent in Swedish, English & Gibberish

www.simonstroberg.com

## Education



### Game Design

Futuregames

Scripting in C# Unity  
Blueprints in Unreal  
Rapid Prototyping



### BA in Game Design & Graphics

Uppsala University

Advanced Game Design  
Serious Game Design  
Character Design & Representation  
Narrative Design, Concept Art  
3D-Graphics, 2D-Graphics



### Informations- och Mediateknik

NTI-Gymnasiet

Programming in C#  
Computer Engineering  
Web design  
Animation

## Projects

### Game Designer

Skrot | PC Game

I was responsible for designing and scripting the player character mechanics. Was also responsible for version control management in Perforce.

Game Design

Perforce

Scripting

Blueprints

Unreal Engine 4

### Programmer & UX Designer

Patch Me Up! | Android App

I was responsible for finding, surveying and communicating with a real target audience to create a demo product tailor made for their needs. I was responsible for programming, designing & animating the UI & UX of the app.

UX Design

Source Tree

Java

Android Studio

### Game Designer

Fennec Peak | PC Game

Responsible for the vision, pitch and presentation of the game. Designed, implemented and collaboratively coded the player characters and core gameplay.

Game Design

Perforce

Scripting

C#

Unity 3d

## Proficiencies



## Additional Experience

### Bartender

Bartending is all about user experience. You have to know what a customer wants, when they don't know themselves, and deal with complicated requests & unexpected problems in stressful environments.