

Simon Ströberg

Game Designer

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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



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

Fennek 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.