Emil Forsén

Game Developer

emilxforsen@gmail.com

+46 73 53 58 277

Gothenburg

ABOUT ME

I'm a full-stack marketing professional turned game developer with 5+ years experience from the international start-up scene. I'm currently in my second year studying game programming at Yrgo.

PORTFOLIO

Github

Itch

PROJECTS

Flesh and Stone
Project Lead, combat designer.

Get Up
Project Lead, vertical movement and foot tracking.

Losing My Marbles
Project Lead, networking, controller programmer

EXPERIENCE

CMO
KLASH
2022 - Present, 1 year Gothenburg
Responsible for both operative and strategic activities for the marketing department at KLASH.
- Set up a full marketing funnel including promotions and onboarding
- Grew social media presence with 1800 %.

Head of Marketing
Zimpler
Aug 2018 - Aug 2021 - 3 years, Gothenburg/Stockholm
Responsible for both operative and strategic activities for the marketing department at Zimpler.
- Built up the marketing department at Zimpler from scratch
- Project management

Brand and content manager
Zimpler
Aug 2012 - jul 2013 - 1 year, Gothenburg/Stockholm
Re vamped the Zimpler brand.
- Workshops for finding the brand values
- Re built the website
- Created tonality and design guidelines

EDUCATION

Game Creator Programmer
Yrgo
2022 - 2024, Gothenburg

Copywriter
Forsbergs
2007 - 2009, Stockholm

Developer Skills

Unreal 5

Unity

SDL2

C++

C#

Blueprints

Tools & Technologies

Rider, Visual Studio, Github, Figma, Miro, Obsidian, Notion, Slack, Discord, Trello, Excel

Other Skills

Project management, UX research, User testing, Information architecture, Prototyping, Copywriting, UX writing, A/B testing
Kanban, agile & scrum

Languages

Swedish (native)

English (professional)

Social

Portfolio (Github)

Portfolio (Itch)

linkedin.com/in/emil-forsen

semble.gg/profile/emilxf