

# Emil Forsén

## Game Developer

### 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.

### 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, Paris

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



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Gothenburg

### Developer Skills

Unreal 5

Unity

SDL2

C++

C#

Blueprints

### Tools & Technologies

Rider, Visual Studio, Github,

Figma, Miro, 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](https://linkedin.com/in/emil-forsen)

[semble.gg/profile/emilxf](https://semble.gg/profile/emilxf)