Karin Cederskoog
Lead/Sr. Level Designer

Contact: kcederskoog@gmail.com
Portfolio: www.karincederskoog.com

- 8+ Years Experience: Designed 20+ games (AAA / indie), including Single Player Action FPS, RPG, Open World Immersive Stealth games.
- Holistic Game Designer: Unifies Narrative with Systems, Level Design, Gameplay.
- Level Design Skills: Greybox, SketchUp, Blockouts, Modular Kits, Single Player, Linear, Open World, Content, Mission/Quest Design, Systems, Enemy Encounters, Prototyping.
- Unreal Engine 4 (UE4), Unity, CryEngine, Proprietary Engines (Avalanche, Bethesda's GECK); C#, Visual Scripting/Blueprints, Behavior Trees (AI).

PROFESSIONAL EXPERIENCE

Lead Level Designer / Game Designer | Synergy Blue   Las Vegas, NV | July 2019 - May 2020
Technical: Unity, Scripting (Proprietary / C#), ProBuilder   *Platforms: Arcade cabinets (Gun & Touchscreen)*
Projects: Lucked N' Loaded (FPS), Zombie Heat (Tower Defense), Dolphy Dash (Endless Runner), Blizzard Blast (Puzzle), Safari Match (Match 3 Puzzle), Bubble Pop (Bubble Shooter)

Synergy Blue develops arcade-style FPS, Puzzle, Tower Defense/Strategy games. Promoted to Lead after 5 months.

Championed the Creative Direction, Game Narrative, Project Workflow for an Action FPS game.
- Led a Design Team of 3 via Scrum Agile methodology, Daily Scrum meetings, Monthly One-on-One Meetings, Accountability follow ups.
  - Hired / Mentored juniors. Assigned Design Tasks, Tracked Progress. Provided Feedback.
  - Trained a QA colleague in Unity, Perforce, Game Design, to promote from within.
- Worked closely with Production on Resource Allocation / Milestone Deliverables.
- Designed Immersive FPS / Single Player Missions from Conception to Completion:
  - Created Mission Outlines with Map Layouts, Level Pacing, Key Moments.
  - Greyboxed Levels. Designed / Scripted Enemy Encounters and cinematics.
  - Collaborated closely with World Artists to ensure gameplay readability and Environment Storytelling that supported the game's High-Level Vision.
  - Led Playtesting sessions, iterated on gameplay to support Player Strategy.

Narrative Designer / Scripter | FableLabs [*Contract*]   Sept. 2018 - June 2020 | Remote
Technical: Scripting (Proprietary)   *Platforms: Mobile - iOS*
Projects: Tales app - The Legend of the Lake (Interactive, Horror Visual Novel)

The interactive version of Netflix/Kindle.

Wrote / Scripted a Story-Driven game with Branching Paths, following a selective pitch process.
- Worked with Art Lead to ensure assets matched the Game Vision / Narrative Vision.
- Developed Mechanics, GDD, World Lore, Player-Driven Events, Gameplay Impact, etc.
- Rebalanced Mechanics and Pacing based on KPIs.

Quest Designer / Scripter | Eastshade Studios [*Contract*]   June 2018 - Jan. 2019 | Remote
Technical: Unity, Visual Scripting, C#, JSON   *Platforms: PC (Steam, itch.io), XB1, PS4*
Projects: [Eastshade](Fantasy RPG)

An indie studio that created an immersive, Open World RPG, on Polygon's list of "[The 50 Best Games of 2019](#)."

Designed / Implemented Story-Driven Quests for *Elder Scrolls*-inspired RPG *[Eastshade](#)*.
- Crafted High Quality Narrative Experiences for Open World Level Design.

Game Designer / Programmer, Golden Moose Studios   Aug. 2016 - July 2019 | Southeast Asia
Technical: Unity, Scripting, ProBuilder   *Platforms: PC*
Projects: "Fox & Wolf" (Co-op Puzzle), "San Francisco" (Strategy Simulation), "Space Shooter" (Action Roguelike Shooter),
"Butterfly" (Adventure Platformer), "[Heart of Borneo](#)" (Roguelike Simulation)

Co-founded an independent game studio, creating Narrative-focused Puzzle and Strategy Sim games.

Developed Narrative & Systems-Driven games while traveling in 8 countries for 1.5 years.
- Greyboxed / Scripted 3D levels - Systems Design, Mechanics, Cinematic Camera.
- Hired / Managed / Fired 3 Contractors. Scheduled Tasks, Accountability follow ups.

AI Designer / Scripter | Avalanche Studios   Aug. 2016 - July 2017 | Stockholm, Sweden
Technical: Proprietary engine, Behavior Tree / AI scripting   *Platforms: PC (Steam), Xbox One, PS4*
Projects: [theHunter: Call of the Wild](#) (Open World, Stealth, Simulation, Singleplayer, Multiplayer)

AAA studio known for *Rage 2, Mad Max*, realistic hunting games.

Took ownership of Stealth mechanics, Systems Design, AI Design / Scripting for an Immersive, Live Operations, [AAA, Open World, Console / PC](#) game ("[Top 100 Best-Selling Steam Game](#)").
- Developed, Balanced, Iterated on Gameplay Mechanics, Systems Design, AI to achieve Immersive Gameplay & Narrative Goals, ensuring Memorable, Strategic Gameplay.
  - Supported Playstyle Strategies with RPG-style Skill Trees, Classes, Weapons.
  - Incorporated Playtester Feedback. Provided feedback on Features, GDDs.
  - Close Collaboration with Creative Director, Design Lead, World Builders, Narrative / Mission Designer, Animators, Programmers, Producer.
- Mentored / Trained an AI Designer on Enemy Encounters for *Rage 2.*

Game Designer / Producer | Voltage USA   Jan. 2014 - Sept. 2014 | San Francisco, CA
Technical: Unity   *Platforms: Mobile - iOS (iPhone, iPad), Android*
Projects: [Lovestruck](#) app - Kisses & Curses, My Lover's a Thief, White Lies & Sweet Nothings (Visual Novels)

A story-focused studio, giving players agency over narrative choices & gameplay in F2P / LiveOps games.

Created Mechanics & Vision for Story-Driven Games. Reworked Pacing, based on KPIs.
- Led Remote Art & Writing Teams (4-6 individuals).
  - Hired 3 Writers. Managed Writers & Artists - Assigning Tasks & Accountability follow ups.
  - Ensured Consistency of Narrative Voice & Execution of Creative Vision.
- Established Game Bible, Tone, Branching Paths, Beats, Character Bios, World Lore.

ADDITIONAL GAMES

E.o.E. Games	Projects: Echoes of Eternea	JRPG	Quest / Narrative Designer | PC
William Chyr Studio	Projects: Manifold Garden	Puzzle	QA Tester | PC (Steam, Epic), PS4
Paradox Interactive	Projects: Cities: Skylines	City Builder Sim	QA Tester | PC (Steam), XB1, PS4
Fatshark Games	Projects: Bloodsports.TV	MOBA, Survival	QA Tester | PC (Steam)
Crispon Games	Projects: Galactic Inheritors	Sci-Fi, 4X Strategy	Editor | PC (Steam)
LAI Global Game	Projects: Game Market Analyzer (Analysis Tool)		Design Consultant | iOS
	Mind Mould (Puzzle), Voodoo Mambo! (Match 2)		

EDUCATION

Game Design | FutureGames Academy | Stockholm, Sweden | Sept. 2014
- Taught by AAA & indie developers (from EA DICE, Paradox, Starbreeze, Fatshark).
- Designed / Scripted games in Unreal Engine 4 (UE4) / Unity with Blueprints / C#.

Master's of International Business Administration (M.B.A.) | Monterey Institute | Aug. 2011
Bachelor's in Comparative Literature (B.A.) | San Francisco State Univ. | Jan. 2009

MEMBERSHIPS

AI Game Programmers Guild | Invitation-only group for Game AI Programmers / Designers
IGDA Game Writing SIG | Professional Game Narrative group