

“My expertise is unifying
storytelling with
gameplay.”

CONTACT

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(pwd: progamedev)

NOTABLE GAMES

Unannounced D&D RPG
theHunter: Call of the Wild
Eastshade

TECHNICAL SKILLS

Unreal Engine 5 / UE4
Unity 5
Proprietary engines
Visual scripting / C#
Behavior trees

EDUCATION

[Game Design | Future Games](#)
Stockholm, Sweden | Sept. 2014

[MBA | Monterey / Middlebury](#)
Monterey, CA | August 2011

[BA Lit. | San Francisco State U.](#)
San Francisco, CA | Jan. 2009

KARIN CEDERSKOOG

SR. LEVEL / MISSION DESIGNER

10+ years experience | 20+ games

EXPERIENCE

October 2020 – February 2024

[Sr. Level / Encounter Designer](#) | [Hidden Path](#) | [Unannounced D&D RPG](#)

Designed an open world, AAA D&D RPG in UE5.
Created environmental challenges, puzzles, boss arenas.

July 2019 – May 2020

[Lead Level / Game Designer](#) | [Synergy Blue](#) | [Assorted casino games](#)

Promoted to Lead after 5 months. Managed a small team.
Designed match 3, tower defense and FPS games from conception,
greyboxing, scripting enemy/boss encounters in Unity (C#).

September 2018 – June 2020

[Narrative Designer / Scriptor](#) | [FableLabs \[Contract\]](#) | [Legend of the Lake](#)

Wrote and scripted a horror visual novel game.
Developed game mechanics.

June 2018 – June 2019

[Quest Designer / Scriptor](#) | [Eastshade Studios \[Contract\]](#) | [Eastshade](#)

Designed and implemented quests using visual scripting in Unity for
Elder Scrolls-inspired RPG *Eastshade*. Listed by Polygon as one of
“[The 50 Best Games of 2019](#).”

August 2016 – July 2018

[Game Designer](#) | [Golden Moose Studios](#) | [Assorted PC games](#)

Greyboxed levels/systems design for a co-op narrative game in Unity.

August 2015 – July 2016

[AI Designer / Scriptor Intern](#) | [Avalanche](#) | [theHunter: Call of the Wild](#)

Designed/scripted AI using behavior trees for *theHunter: Call of the Wild*, a “[Top 100 Best Selling Steam Game](#).”

January 2014 – September 2014

[Producer / Game Designer](#) | [Voltage USA](#) | [Assorted mobile games](#)

Managed external teams of artists and writers for narrative focused
games. Developed game mechanics. Maintained game bible/lore.