





KAROLINE FORSBERG


CONTACT ME AT

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 www.karolineforsberg.com

AWARDS RECEIVED

-  Shortlisted - Women in Games - Lifetime Achievement
-  Winner of the Elisabeth Tegner Stipend (2021)
-  Winner of the Women in Game Award - Creative Impact of the Year (2020)

SKILLS SUMMARY

GAME ENGINES

- Unreal, Unity, Gamemaker, in-house engines

SCRIPTING LANGUAGES

- C++, C# & SQL

VERSION CONTROL

- Perforce & GIT

OTHER:

- Jira, Photoshop, Blender, Sony Vegas & Office

PERSONAL PROFILE

An award-winning game designer whose heart is in player-centric design. I love exploring, identify and understanding the player to make sure they get a high quality gameplay experience designated for them

WORK EXPERIENCE

Senior World Systems Designer

Ubisoft Stockholm | 2022 - present

Unannounced Project

- Working on an unannounced project for Ubisoft Stockholm
- Designing and Prototyping Systems for the World Team

Senior Game Designer

CCP Games | 2021 - 2022

EVE Online (PC/MAC)

- Lead the project team to reach the goals set up by the Directors
- Onboarding Design Initiative - Focus on Player-Centric Design and bring EVE to a larger public
- Enhance the collaboration between Design and the Tools team to bring a stronger toolset for the designers
- Develop Content, Mechanics, and new Elements for the player to experience in their journey

Senior Gameplay/ System Designer

nDreams | 2020 - 2021

Ghostbuster (VR - Released TBA)

- Worked during Concept and Pre-Production
- Created and laying out the foundation of the game with the Lead and Game Director
- Research and developed Gameplay and System Design for the VSD
- Mentored and lead mid-, and junior designers through out the project

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Senior Gameplay/ System Designer

Fracked (PSVR - Released 2021)

- Lead Feature Teams through the development process
- Enhance the connection between Feature Teams and the Game Director
- Developed and implemented Gameplay, System, and Mission Design

Pitching & Concept Team

- Helped out on the pitching team
- Developed new concepts and prototypes for nDreams backlog and clients

Lead Game Designer

Star Stable Entertainment | 2018 - 2020

Star Stable Mobile

- Re-Design Gameplay & HUD elements to adapt to the Mobile Version
- Support as an expert on the inhouse engine for the migration from PC/MAC to Android & IOS

Star Stable Online (PC/MAC)

- Plan and develop Gameplay Features, New Areas, Expansions as well as other types of content
- Create and develop processes to make the dev cycle faster and eliminate bottlenecks
- Mentor and support the designers on the team to grow in their own designated role
- Onboard new Designers

Game/Level Designer

Star Stable Entertainment | 2014 - 2018

Star Stable Online (PC/MAC)

- Content development for weekly updates
- Create Gameplay, New Areas, Quests and other Features

Junior/Intern Game Designer

Lightside Games | 2013 - 2014

JoJ & Noah's Ark (PC/MAC)

- Create new content for Lightsides two Facebook games
- Create Levels, Quests and Mechanics

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OTHER RELEVANT EXPERIENCE

Business Coach

Private Business | 2020 - Present

- Been working on the side as a Business Coach where I help different organizations, companies, and schools to reach their goals
- Can be anything from lectures, workshops, coaching sessions, etc

Mentor for Junior - Senior Designers

Studio Vision | 2021 - Present

- Giving mentorship sessions to help designers grow in their field
- The level of the designers range from Juniors to Seniors

Champion (Mentor & Lecture)

Into Games | 2021 - 2022

- Speaker and Guest Lecture at different Universities in UK, Sweden, and Iceland

Mentor & Lecture

Donna | 2017 - Present

- Been involved with the Donna Day event since 2017
- Been giving keynote lectures as well as talks during the Donna Day
- Mentor and Portfolio review for the Donna Students

EDUCATIONAL HISTORY

University of Skövde

Bachelor in Computer Science | 2010-2013

- Studied Computer Science with a sub-major in Game Design