

# ERIK SJÖBLÖM

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## EMPLOYMENTS AND INTERNSHIPS

### 2017 - Current, Senior Designer, Paradox Malmö

- Game and Content Design for Imperator: Rome and Crusader Kings 3.
- Game Design for Mobile Game prototypes, driving the overall game design with a focus on core gameplay mechanics, RPG/Character collection mechanics and our game's free-to-play economy system. I work closely with code, art, and UX/UI, where I create the designs and then follow the features through the implementation.

### Team Manager and PO

- Paradox Malmö was a startup studio that was established in 2017. For the first year, during the upstart phase, I took on the role of manager and PO over a team of 4 developers.

### 2015 - 2017, Designer, King Malmö

- Level Design for Pet Rescue.
- Game and Level design for Pet Rescue 2.

### 2014 - 2015, Designer, Paradox

### Runemaster (canned project) - World Designer and Environment Scripter

- Central role as scripter and designer of the open world. Coordinated the pipeline of art, story, and game design into a coherent experience.

### Magicka 2 and Magicka Wizard Wars - Gameplay Scripter

- Designing and scripting multiplayer puzzles. Working close with artists to plan and create graphical assets required to give each puzzle something unique. Propping environments with pre-created assets.
- Magicka Wizard Wars, prototyping competitive minigames.

### 2012 - 2013 Level Designer, Spektakel Studio

- Freelance level designer through my company, Spektakel Studio, together with Mediocre, for whom I designed levels for their mobile titles Granny Smith and Sprinkle Islands.

### 2009 - 2012 Game/Level Designer, Tarsier Studios

### Game / Level Designer

- Projects for PS3 and Ps-Vita, mainly Little Big Planet - Vita and game design for an unannounced MMO (PS-Vita). Working with the LBP script editor to create game mechanics.

### Design Internship

- QA for 'Rag Doll Kung Fu - Fists of Plastic'.
- Creating a gameplay prototype in Unreal Editor using the visual script-language Kismet.

## GAME RELATED EDUCATION

### 2006-2009 SoFE - School of Future Entertainment

- A 2 year education focused on game production. Learning C++

### 2004-2006 Digital Games - Technical High School of Blekinge

- Learning game design and C++

References given upon request.