

COORDINATOR & DESIGNER

OLIVER KARLSSON



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The behind-the-scenes wizard ensuring our game dev educations runs smoothly up North - structuring lectures, coordinating with education heads, and keeping chaos in check. Also, most-valued keeper of the coffee machine.



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*Born 1996 in Klippan, Skåne.
Raised in Skellefteå, Västerbotten.*

*Been passionate about games
ever since my dad first brought
home the PS1 in '98. Started my
own game dev around 2014-2015.*

SIDE PROJECTS

Game Dev - Frosty Pixels 2023 - Present / Skellefteå

My spare-time black hole, born out of the fires of creative impulse and questionable life choices. Currently crafting a narrative-driven horror game together with my partner.

Apprentice - Frictional Games 2014 - 2016 / Remote

Apprenticeship at Frictional Games. Had the honor to work on SOMA and Amnesia: Rebirth during an extended apprenticeship. Specialized in Level Design, Narrative Design and Mechanics Design.

Wyrmostooth - TES V: Skyrim Mod 2012 - 2014 / Remote

Narrative and Quest Design for Wyrmostooth version 1.05 and 1.06, adding new locations and refining the island's quest line, inspired by World of Warcraft's natural introduction of new areas through their main quest lines.

Black Mesa: Source - MB:S MT 2011 - 2012 / Remote

Contributed to Black Mesa: Source (release title Black Mesa). My task was Level Design Blockout + Modernization. Main focuses were Unforseen Consequences post-experiment and Blast Pit surrounding environment.

WORK EXPERIENCE

Education Coordinator, Futuregames AB

Feb 2022 - Present / Campus Skellefteå

Responsible for coordinating classes with heads of education and external consultants for our game educations, and regulated tasks such as managing projects, grades and reporting to MYH and CSN.

- *Government regulated work, under MYH and CSN.*
- *Working closely with game studios and Arctic Game.*

Medical Supply Coordinator, Lastbilsstation AB

Jan 2018 - Nov 2021 / Skellefteå

Responsible for the medical and pharmaceutical transportation we did for other companies in Northern Sweden. Timed deliveries with enormous regulations.

- *Managed invoicing for the external contracting.*
- *Government regulated work for Läkemedelsverket.*

Sony Brand Ambassador, Telia Company AB

Feb 2017 - Dec 2017 / Skellefteå

Regional Ambassador for Sony Mobile, during the launch of Sony Xperia XZ Premium. Focused on showcasing the new 3D scanning feature which was brand new technology.

- *Focused on bringing new strategic marketing efforts.*
- *Showcased the 3D feature to businesses & game studios.*

SKILLS & EXPERIENCE

UNITY - UNREAL ENGINE - HAMMER EDITOR - CREATION KIT
FL STUDIO - ADOBE CREATIVE SUITE - GIT & PERFORCE

PROJECT COORDINATION - THRIVES IN TEAM ENVIRONMENTS

REFERENCES UPON REQUEST