



KRISTOFFER BRANDER

Game Designer

+46 (0)73 039 20 25 kristoffer_brander@outlook.com

kristofferbrander.com

EXPERIENCE



Game Designer - Poglings

Jun 2022 - current | Right Nice Games

A prototype project for a customer turning into a full game project. I worked on game design, prototyping, system design, ideation and project planning and management. From prototype to Kickstarter ready.



Lead Designer - Right Nice Party

Mar 2021 - Dec 2021 | Right Nice Games

Born from an internal game jam with two other team members. As lead game designer I marked out the route for the full project, managed and planned the design team, and further developed the game in all parts.



Gameplay Design - Skylar and Plux 2

Okt 2020 - Mar 2021 | Right Nice Games

As a gameplay designer, I did movement, enemy, and abilities as well as overall design and progression. I also analyzed the overall game and handled feedback.



It Takes Two

Okt 2020 - Dec 2020 | Hazelight

Half-time project employment towards the end of production. Helped out the Level designers with all types of polish to the levels. Fixed bugs from QA. Parallel to school.



Research & Development Engineer

2015 - 2019 | Scania Group

Transmission development. Responsible system owner synchronizers. Managing all phases of the products life. Calculation, 3d modeling, supplier contact, quality etc.

Scania Engineer Program

2014 - 2015 | Scania Group

Trainee program

Swimmer Athlete

2003 - 2012 | SK Neptun

Both swam at a very high level nationally, but also taught kids for many years



Unreal



Office



SCRUM



Machinations



Photoshop

EDUCATION

Game Design Program

2019 - 2021

Futuregames

Rapid prototyping, advanced game design, Level Design etc.

Practical and industry-connected education where I focused on gameplay design

Game creation

2018

Luleå University of Technology

7.5 Credits, Game design, prototyping etc.

Project management PPS - Tieto

2018

PPS (Praktisk projektstyrning) is a certified course in project management through all phases of a project.

Managing yourself and others

2017

A full course that focused on the mindset to lead yourself and others in a focused and sustainable manner.

Bachelor Aeronautical Engineering

2010 - 2013

Mälardalens University

FG TEAM PROJECTS

TRANSIENT

MAY - JUNE 2020 | 7 WEEKS

A single-player stealth horror game where you play as a polio-infected girl in 1950s America

-Gameplay design and balancing

-Complete level design

B A H A R I

FEB - MAR 2020 | 4 WEEKS

A singleplayer exploration diving game

-Stand-in Project Manager

-Gameplay, AI and blueprints scripting

-Featured at the Play20 games festival

United

OKT 2019 | 8 DAYS

A 2vs2, top down, arena party game

Project Manager

Movement and mechanics, blueprinting