



KRISTOFFER BRANDER

Game Designer

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EXPERIENCE

With game creation ranging from cyber security to art projects, personal mobile projects, and a card game, I hope to get to show you my creativity and determination.



Game Designer - Poglings

Jun 2022 - Jul 2023 | Right Nice Games

A prototype project for a customer that turned into a full game project. I worked on prototyping, design, and management. Successfully funded on Kickstarter.



Lead Designer - Right Nice Party

Mar 2021 - Dec 2021 | Right Nice Games

Born from an internal game jam with two team members. As a lead, I did a lot of concepts and prototyped, managed and planned the full project for the design team.



Gameplay Design - Skylar and Plux 2

Okt 2020 - Mar 2021 | Right Nice Games

As a gameplay designer, I did movement, enemies, and abilities as well as overall design



It Takes Two

Okt 2020 - Dec 2020 | Hazelight

Half-time project employment at end phase of production. Helped out the Level designers with all types of polish to the levels and bugs.



Research & Development Engineer

2015 - 2019 | Scania Group

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



Scania Engineer Program

2014 - 2015 | Scania Group

Trainee program, five people accepted 2014

Swimmer Athlete

2003 - 2012 | SK Neptun

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

EDUCATION

Game Design Program

2019 - 2021

Futuregames

Practical and industry-connected education where I focused on gameplay design, one of the top game educations in the world



Game creation

2018

Luleå University of Technology

7.5 Credits, Game design, prototyping etc.

Project management PPS - Tieto

2018

PPS (Praktisk projektstyrning) certified course

Managing yourself and others

2017

A full course on the mindset for leading yourself and others. Scania.

Bachelor Aeronautical Engineering

2010 - 2013

Mälardalen University



FG TEAM PROJECTS

TRANSIENT

MAY - JUNE 2020 | 7 WEEKS | UNITY

A single-player stealth horror game

-Complete level design

-Gameplay design and balancing

B A H A R I

FEB - MAR 2020 | 4 WEEKS | UNREAL

A singleplayer exploration diving game

-Gameplay, AI and blueprints scripting

-Featured at the Play20 games festival **PLAY20**



More on my website



Unreal



Construct 3



Unity



Perforce



Machinations



Jira



Photoshop



Affinity



Office



SCRUM