

PONTUS LYTH SÖDERLIND

Junior Game Designer | Gameplay | Engagement

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EDUCATION

Higher Vocational Education in Game Design 08/2023 - Present

Futuregames Boden, Sweden

- Currently studying **Game Design** at Futuregames, with a focus on **gameplay** and **engagement design**, aimed at creating **immersive player experiences** and designing **player centric gameplay mechanics**.
- Took on roles as **Product Owner** and **Scrum Master** for the game **Paddle Panic**, which received **Highly Commended** recognition in the mobile category for **The Game of The Year at The Rookies**.
- Developed proficiency in **Unreal Engine**, particularly using **Blueprints** to independently create and refine gameplay mechanics, improving my pipeline.

Higher Vocational Education in Project Management 08/2021 - 12/2022

Futuregames Skellefteå, Sweden

- Gained skills in **JIRA**, **project planning**, and **Scrum Master** responsibilities, developing a solid foundation in **agile practices**.
- Explored **psychology and social engineering** to enhance team dynamics and **player engagement**, strengthening my approach to managing both projects and people.
- Concluded with an **internship as an Assistant Producer at Arrowhead Game Studios**, contributing to **shipping the AAA game Helldivers II**.

High School Diploma in Social Science and Psychology 08/2014 - 06/2017

Bernadottegymnasiet Stockholm, Sweden

- Studied **social science and psychology** in high school, focusing on **human behavior** and societal influences.
- Analyzed **esports in Sweden and South Korea** for my extended essay, exploring how **cultural influences** shape **player engagement** and competitive gaming.
- Developed insights into how **cultural contexts** influence behavior, which informs my approach to creating **engaging gameplay experiences**.

EXPERIENCE

Service Personnel (Part Time) 05/2023 - 08/2024

Wayoo, fd Office Recycling Stockholm, Sweden

- Service Personnel** at Wayoo, responsible for **office recycling and maintenance services**. Navigating **unexpected events** with an **agile mindset**, assisting **problem solving** and provided **reliable service**.

Assistant Producer Intern 08/2022 - 12/2022

Arrowhead Stockholm, Sweden

- Served as **Assistant Producer** on **Helldivers II** at **Arrowhead Game Studios**, supporting producers and leadership to ensure smooth development progress.
- Supported the **agile project workflow**, helping the teams with **milestone goals** and facilitating **communication across departments** to keep development on schedule.
- Assisted with **day to day production tasks**, coordinating resources, and ensuring **effective task management**.

Store Sales 11/2018 - 12/2021

Circle K Stockholm, Sweden

- Worked as a **Store Salesperson**, responsible for handling **store operations**, **register duties** and **customer service and store operations** during my **night shifts**.

MINDSET

Trust is my most important value knowing that I and my environment can count on each other at all times means everything to me. I am **goal driven**, believing there are **no excuses** I work relentlessly until I achieve my goals. For me, **actions speak louder than words**, and life should be lived by the rule of treating others the way you want to be treated. I believe that **elevating others strengthens the whole team**, and that **reiteration and communication** are essential to success. I also value and seek to **explore diverse cultures**, as I believe different perspectives enrich both personal and professional growth.

SUMMARY

Dedicated game designer with a passion for **gameplay and engagement design**, bringing a unique perspective from a background in **psychology and human behavior**.

I worked as an **Assistant Producer Intern** on **Helldivers II**, contributing to its success with over **12 million units** in sales.

As **Product Owner** for **Paddle Panic**, which I also led in **gameplay and engagement design**, I delivered a player-focused experience that was recognized with **Highly Commended** at The Rookies.

I thrive in **team environments**, driven by a commitment to creating **player-centric, meaningful gameplay**. Motivated by a love for **engagement design** and **player satisfaction**, I aim to make a lasting impact in the gaming industry.

KEY ACHIEVEMENTS

🧠 Shipped a AAA Game

Assistant Producer Intern at **Arrowhead Game Studios**, contributing to **shipping the AAA game Helldivers II**.

★ The Rookies Award "Highly Commended"

Led a **team of 16 game developers** over a four week period to deliver an **award winning player experience**.

SKILLS

Unreal Engine · Unity · Jira · Scripting ·

Prototyping · System Design · Blueprints

COURSES

Certified SAFe® 5 Agilist

LANGUAGES

Swedish Native

English Native

PORTFOLIO

To view my previous and current projects please visit my portfolio:
<https://www.pontuslythsoderlind.com/>