

VIKTOR UPPMAN

PROFILE

I'm a team player, with a passion for game design, striving to understand what makes the player's brain tick. When my team is happy, I'm happy.

SKILLS

Gameplay Design	Experienced
Level Design	Experienced
Encounter Design	Experienced
Economy Design	Experienced
Progression Design	Experienced

Unity	Very Experienced
Unreal Engine 4	Intermediate
C#	Intermediate
Python	Intermediate

Swedish	Native Speaker
English	Fluent
Spanish	Basics

CONTACT

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WORK EXPERIENCE

Junior Game Designer

01.2020 – Present | Unannounced Project, Rovio Entertainment

Generalist Game Designer on several unannounced game projects. Started working in prototyping in Jan 2021, assigned to design core gameplay and progression systems. I designed a system for procedural level generation and worked on a major effort to standardize the way we work with social features in our games.

A big part of my day-to-day work revolve around me correctly identifying design challenges that will arise for the project, being flexible and communicating with my team to solve them, guided by the data available and previous experiences

11.2020 – 12.2020 | Angry Birds Legends, Rovio Entertainment

I worked in encounter design, coming up with systems for how to best handle encounter balancing in the game, as well as contributing to the balancing itself. In addition, I did the groundwork for a clan system.

05.2020 – 05.2020 | World Quest, Rovio Entertainment

I joined the project late in development, to produce end-game content necessary to take the game out of its soft launch and into global launch. I designed a vast end-game zone with dynamic objectives and came up with a system for how to do real-time world bosses in an idle MMO.

02.2019 – 05.2020 | Angry Birds 2, Rovio Entertainment

I started my carrer at Rovio on our biggest game, Angry Birds 2, where I worked as a generalist designer. This big and versatile position included handling tasks such as level, progression and economy design. I also had a big hand in the live-ops for the game, making sure events, in-game offers and A/B-tests were deployed on time, and making design for those elements.

EDUCATION

Advanced Higher Vocational Degree in Game Design

08.2017 – 05.2019 | PlaygroundSquad

2-year program in Game Design, and other aspects of game development.

OTHER GAME PROJECTS

Runners

5 Week Project | PlaygroundSquad

Parkour party game, where I acted as lead designer and project manager.

Station 5

9 Week Project | PlaygroundSquad

Atmospheric horror game, where I acted as lead designer and project manager.