

# Samuel Einheri

**Game Designer with 4 years' experience**, skilled at designing & balancing systems. I have designed games in the strategy, simulation, and first-person genres. I'm also proficient in Unreal, Unity & Godot game engines.

## Highlights

- Defined and delivered design visions that shaped core experiences, driving engagement & player satisfaction
- Streamlined productions by over 2x using visual mediums to communicate game mechanics in GDDs, fostering clarity & efficiency across the development process
- Went above and beyond to support team well-being, ensuring smooth production & sustained operational success

## Skills

**Software:** Unreal Engine 4.27, Unity 2022.3, Godot 4.3

## Experience

Dec 2023 - Mar 2024

Copenhagen, Denmark

### Gamucatex — Unity 2022.3 [↗](#)

*System Designer*

- Drove the development of the single-player story mode for "Tectonicus: On the Edge of War" by shaping 80% of its vision
- Enhanced the design process using "Figma" to provide clear and visual examples of the navigation & interaction systems

Aug 2013 - Dec 2013

Atlanta, Georgia, USA

### Secret Library — Xcode 5

*Game Designer Intern*

- Joined mid-development and adapted to design levels using "Tiled" & contributed to the release of "Hot Mess" for iOS 7
- Authored 5 levels, increasing gameplay content for our players by 35%

## Community Projects

### Grief — Unreal Engine 4.26 [↗](#)

*Level- & UI Designer*

- Oversaw the design vision of the level based on "anger", ensuring the level resonated with the emotional theme of the game based on the 5 stages of grief
- Spearheaded the UI design, worked together with programmers & artists to ensure it provided an intuitive experience for the player

### Well, Death Happens — Godot 3.5 [↗](#)

*Game Designer*

- Developed a playable platformer concept from scratch, showcasing problem-solving and technical skills
- Designed a unique mechanic that turned death into a strategic element, enhancing depth and utility in platforming challenges

### DreamWalker — Unity 2021.2 [↗](#)

*Puzzle- & System Designer*

- Revised documentation standards helping to clarify communication and improve design team efficiency, reducing overall development time of in-game puzzles
- Delivered well-crafted puzzles that aligned with documentation standards to enhance the player engagement

## Education

Aug 2020 - Jun 2022

Stockholm, Sweden

### Futuregames [↗](#)

*Higher Vocational Degree in Game Design*

- Delivered clear communication of mechanics within the team by enhancing design documentation with effective visual aids
- Went the extra mile to support my team, with the goal of ensuring their well-being and improve their productivity
- Improved team efficiency by capturing detailed feedback during sessions and organizing it into easily accessible, actionable insights