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Nationality: Swedish
Date of birth: Nov 22nd 1990



CV

Daniel Nordlander

SUMMARY

I am a game designer specialized in establishing and managing moment to moment gameplay, from initial vision and prototypes to finished product. All systems related to player movement, abilities, camera, controls, weapons, AI and any other player interactions which define the core gameplay experience are within my area of expertise.

- Extensive experience creating vision documents, designs and user stories the team works towards realizing, including writing and maintaining documentation and implementation guidelines.
- Extensive experience leading development within a multidisciplinary feature team; handling daily reviews, task distribution and sprint planning while also playing an active role in long term planning for a given feature and how it fits into the overall project schedule.
- Extensive experience tuning parameters for complex gameplay systems to achieve well balanced and satisfying gameplay.
- Extensive experience scripting gameplay systems and mechanics. (Frostbite/UE4Blueprints/UnrealScript/JavaScript/C#).
- Experience in design leadership by handling career development and mentorship for reports.
- Experience promoting projects in media by doing interviews, presentations and hands-on events.
- Experience creating and presenting pitches for new projects.

PROFESSIONAL EXPERIENCE

Bioware

Oct '19 – Present

Player Design Lead

Upcoming AAA Project

Responsible for overseeing all of the core player mechanics and content including character classes, movement, abilities, weapons, controls and cameras.

Bioware

Feb '19 – Oct '19

Lead Combat Designer

Anthem Live Service (PS4/Xbox One/PC)

Responsible for overseeing all of the core player mechanics and content for Anthem's live service, including movement, abilities, weapons, upgrades, controls, cameras and game balance.

Bioware

Feb '17 – Feb '19

Gameplay Design Lead - 3C's (Character, Controls & Camera)

Anthem (PS4/XBox One/PC)

Responsible for owning and implementing Anthem's core player mechanics including movement (flight/swim/hover/jump/ground locomotion), health systems, defensive mechanics (dashes/shields), gameplay cameras and gameplay controls.

YAGER

July '15 – Nov '16

Senior Game Designer

Dreadnought (PS4/PC)

Responsible for owning and implementing various aspects of Dreadnought's core gameplay including ship classes, abilities, movement, class perks, progression and game modes.

YAGER

Aug. '11 – July '15

Game Designer

Dead Island 2 (PS4/Xbox One/PC) - Cancelled

Responsible for owning and implementing Dead Island 2's combat and core gameplay mechanics including movement, weapons, controls, cameras and AI/creatures.

Unannounced AAA Project (PS3/Xbox 360/PC) - Cancelled

Responsible for overseeing the multiplayer component of the project as well as iterating on certain core gameplay mechanics.

YAGER

Feb. – Aug. '11

Game Design Internship

Worked mainly with developing new pitches, or furthering existing ones, one of which eventually got picked up by a major AAA publisher, at which point I started working on that project full time.

EDUCATION

Futuregames Academy, Stockholm, Sweden

Oct '09 – Aug '11

Qualified Vocational Education with focus on Game Design, courses include:

Cognitive Science, Interaction Design, Emotional Design, Reward Systems and more. For additional information, please visit www.futuregames.se.

Jensen Gymnasium

Aug '06 – June '09

Upper Secondary School. Main subject: Digital Media. Courses include Media Communication, Multimedia, Web production and Graphical Design. Pass with distinction: 96 %.

ADDITIONAL INFORMATION

- I was a speaker at the Game Developer Conference 2019 where me and a colleague did a talk on how we created the flight mechanics in Anthem. See [here](#) to watch a video of it.
- For examples of me promoting projects in the media, see [here](#) and [here](#).
- I like participating in game jams and have worked on several successful projects as a result, e.g. "The Mammoth: A Cave Painting". The game was [featured on numerous gaming blogs](#), was [exhibited throughout France](#) and [featured by Google](#). Eventually a version for [Android](#) and [iOS](#) was released.
- I'm interested in visual arts and how to inject interactivity into them, e.g. in 2017 me and a partner created a 3D spatial equalizer which utilized Unreal Engine 4 and a Leap Motion controller to allow users to manipulate sounds and visuals with motion controls. This was exhibited as part of [InceptionVR's "Future of Art"](#) event at the Art Gallery of Alberta.
- I've created numerous games as student projects, including 'Lost & Found', which I created entirely by myself and has been played over [17 000 times on Kongregate](#), as well as award winning Bloom, which won our student competition and received an honorable mention for its gameplay in [the indieDB Unity contest](#).
- I'm experienced using Unreal Engine 4, Frostbite, Unity, Unreal Engine 3, Photoshop, Powerpoint, Word and Excel.
- I'm experienced scripting gameplay mechanics using visual scripting (Frostbite, UE4Blueprints) and more conventional scripting methods (UnrealScript, JavaScript and C#).
- I'm familiar with Maya and the 3D production pipeline, having gone through the process of modeling, texturing, rigging skinning, animating and rendering by following video tutorials.
- I am well-versed in production methodologies such as SCRUM, having spent a significant part of my career working in a flat hierarchy with minimal production staff.
- Languages include Swedish (mother tongue), English (fluent) and German (intermediate).
- I have permanent residency status in Canada.
- I have been involved in the Academic Program Council of Jensen Gymnasium, with responsibility for the Digital Media Production Program where I initiated a process to introduce 3D graphics production into the curriculum.

Relevant certificates and references will be provided on request.