

# Samuel Einheri

## Game Designer

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Stockholm, Sweden • English, Swedish

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I'm a Technical Designer who has shipped 4 titles using Unreal Engine and I'd like to help you succeed with your next project. I have experience with Blueprints, Gameplay Systems and Game Design. I can contribute with gameplay balancing, rapid prototyping and turning design concepts and turning them into functional experiences.

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**Core Skills:** Unreal Engine 5 | Unreal Blueprints | Unity 6 | Perforce

## Experience

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**Super Paparazzi Team (Unreal Engine 5)** at Stockholm, Sweden

Feb/2025 to Jul/2025

Technical Designer

Independently created a platforming game built around photography and parkour

- **Ownership of core gameplay loop.** Designed and used Blueprints to create 6 core features built around the theme of photography and parkour.
- **Crafted 4 puzzle-focused levels.** Each level featured a focal area, players advanced by photographing a specific number of key objects, directly tied to unlocking new areas.
- **Oversaw focus testing sessions,** documented customer and developer feedback. Translated feedback into actionable feature implementations and quickly addressed gameplay changes.

**Achievements during development:** At the start, the project lacked direction and intent and a decision was made to pivot the game's focus on photography. This resulted in me creating 4 refined levels and 6 core gameplay features that improved development flow.

**Gamucatex (Unity 2022.3)** at Copenhagen, Denmark

Dec/2023 to Mar/2024

System Designer

A Danish independent game developer of 20+ people, creating a card battling game centered around Scandinavian history

- Assigned **ownership of the gameplay flow** for the game's single player campaign. Created a structure that detailed important gameplay moments and introductions to significant moments in history.
- **Bug reproduction workflow;** Streamlined the recreation steps of bug reports by 20% for the single-player story mode for "Tectonicus: On the Edge of War".

**Achievements during development:** Partnered with production to design the first Figma prototype for Tectonicus: On the Edge of War. Established gameplay flows that displayed 10+ player actions, campaign milestones and interactions with NPCs.

## Community Projects

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**Merchant's Rush Team (Unreal Engine 4.27)** at Stockholm, Sweden

Mar/2022 to Aug/2022

System Designer

A turn-based strategy management sim with randomized outcomes, developed team of 12 people

- **Created a quest data authoring system.** Data would be converted into CSV format and imported to Unreal's data table system where it could then be accessed via blueprint logic. This system resulted in 18 quests that could be expanded upon as needed.
- **Established a cooperative technical workflow** that led to a 25% increase in coding efficiency and gameplay implementations, which contributed to a more consistent and predictable project progress.

**Achievements during development:** Researched and laid the foundation for the system used for Merchant's Rush quests. The implementation was co-implemented with a technical designer that made creation of 18 new quests a breeze to do.

**BEPPUS Team (Unreal Engine 4.27)** at Stockholm, Sweden

Aug/2021 to Sep/2021

Level Designer

A puzzle game by a 6 person team, where you guide minions to a goal using brutal solutions

- **Implemented mechanic driven level design,** by designing puzzling levels that progressively taught players the game's core mechanics. Delivered a distinct experience centered on guiding minions through brutal solutions.
- **Delivered a polished and intuitive UI design,** which improved player navigation and usability. Collaborated with programmers to ensure responsiveness and seamless UI interactions.

**Achievements during development:** Implemented a meeting where all design decisions were looked at. This reduced development time by 50% which aided in improved communications and design implementations.