Samuel Einheri System Game Designer

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Profile

A **problem-solving** Game Designer that's enthusiastic about creating emergent & engaging gameplay systems that hooks the player into a **memorable** experience!

Skills

Engines: Unity • Unreal Engine • Godot │ **Programming:** C# • Unreal Blueprint • Lua • GDScript • Visual Studio │ **Version Control:** Perforce • GitHub Desktop │ **Graphical:** Blender • Photoshop • Inkscape │ **Collaboration:** Figma • Miro • Scrum • Documentation │ **Soft:** Analytical • Work Ethic • Supportive • Organized

Projects

Grief, Level- & UI Design ⧉
- A 3D platformer game where you go through the 5 stages of grief.
- I was responsible for the level based on Anger & implemented the UI-design.

Well, Death Happens, Game Design ⧉
- A 2D Platformer game made in Godot 3.5 using **GDScript**.
- Successfully implemented a Core Mechanic based on how to make **death more useful**.

DreamWalker, System- & Puzzle Design ⧉
- A Point & Click experience made in Unity.
- My responsibility was to create & refine the puzzles.
- Made the game's puzzles understandable on paper.

Professional Experience

System Designer, Gamucatex ⧉   Dec 2023 – Mar 2024 │ Remote
- I joined the team part-time to assist developing their upcoming title "Tectonicus: On the Edge of War".
- I had ownership of designing the game's navigation system that's meant to be used for the game's Story Mode.
- Researched different methods of how interacting with the environment should function for the Story Mode.

Portfolio Page: https://www.samueleinheri.com/tectonicus

Other Projects

Show Your Mettle! ⧉
"*Show Your Mettle!: Portfolio advice for new Juniors, Students & those who are switching fields!*" is a document I created that's aimed for individuals that are currently creating their portfolio but is in need of some advice & opinions on how to give their portfolio some direction.

Education

Higher Vocational Degree / Game Design, Futuregames ⧉   Aug 2020 – Jun 2022 │ Stockholm, Sweden
- A "learn by doing" school that put heavy emphasis on game project.
- Lectures were conducted by industry professionals.
- Improved my Technical Design knowledge.

Languages

Swedish   │   English