

# Samuel Einheri

## System Game Designer

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## Profile

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I'm a passionate and problem-solving Game Designer who's enthusiastic about creating systemic and engaging gameplay experiences. I also have an interest in any discussion regarding accessibility in games.

## Skills

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**Software & Tools:** Unity, Unreal Engine, Godot, C#, Unreal Blueprint, Lua, GDScript, Visual Studio, Perforce, GitHub Desktop, Blender, Photoshop, Inkscape, Figma, Miro, Scrum, Microsoft Office Suite

**Soft Skills:** Active listening, Analytical, Organized, Problem-solving, Reliable, Team Player

## Projects

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### Grief, Level- & UI Design [↗](#)

- Co-developed a 3D platformer game where the main character goes through the 5 stages of grief
- Conceived the level based on Anger
- Implemented and collaborated on the User Interface design

### Well, Death Happens, Game Design [↗](#)

- Developed a 2D Platformer game in Godot 3.5 using GDScript
- Designed a core mechanic on how to make death more useful

### DreamWalker, System- & Puzzle Design [↗](#)

- Co-developed a Point & Click experience made in Unity
- Oversaw the creation & refinement of the games puzzles
- Enhanced the readability of the puzzles on paper

## Professional Experience

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### System Designer, Gamucatex [↗](#)

Dec 2023 – Mar 2024 | Remote

- Joined the team part-time to assist development of their upcoming title "Tectonicus: On the Edge of War"
- Created the basis of game's navigation system that's intended 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

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### Show Your Mettle! [↗](#)

- Crafted a "helper doc" with advice on how to give their portfolio some direction for individuals new to the game's industry

## Education

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### 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

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Swedish | English