



# AXEL MARELIUS

GAME DESIGNER



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## WORK

### DICE - TECHNICAL DESIGNER

DICE | 2020 - Present

I work together with many disciplines to drive features forward, from initial design & vision, to finished feature. I use my learnings to set tech-standards for others to follow, and knowledge-sharing.

### TEACHING UNREAL 4

Tekniska Muséet | 2019 - 2020

Held several courses for young adults in game development in Unreal Engine 4. I arranged the recruiting and training of other course leaders.

### PHONE REPAIR

Repaircare | 2019 - 2021

Extra job, while studying. I handled both store-front and workshop simultaneously, while providing great customer service.

### STAGE TECHNICIAN

Cirkus (the theater) | 2016 - 2017

I was a technician for "The Phantom of the Opera". Teamwork and coordination were key, while also being able to adapt quickly.

## EDUCATION

### GAME DESIGN

Futuregames | 2019 - 2021

- A higher vocational school, with a focus on learning by doing.
- Several game projects, practicing teamwork, and adaptability.
- Lectures in many design disciplines, held by industry specialists.

## PROJECTS

### TECHNICAL DESIGN

Battlefield 2042 | DICE

- I put emphasis on rapid prototyping and iteration, enabling us to find fun features through experimentation and testing.
- I worked on 3C design, and took ownership of the tech involved.
- I acted as a bridge between different crafts and stakeholders. Understanding our tech needs and limitations allowed me to drive features through implementation.

3C Design | Technical Design

### GAME DESIGN, PROJECT LEAD

Fragment | Student Project

- As the project lead, I had a key role in work-delegation, communication, vision-setting, agile workflows, and scrum.
- I designed and implemented our player-movement and puzzle systems, where I got to work closely with our programmers.
- I created a level, working with our lead level designer and environmental artists.

Project Lead | Gameplay Design | Puzzles | Level Design

## GAME JAMS

### SUCKABLE OBJECTS

Forsbergs, November 2019

- 1st Place Winner

### INSURANCE FRAUGG

Forsbergs, January 2020

- "Best Sound Design" Winner

### GOD'S FURY

Forsbergs, July 2018

### TRIAL BY SALT

Forsbergs, August 2019

## SKILLS

