



AXEL MARELIUS

GAME DESIGNER



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EDUCATION



GAME DESIGN

Futuregames | 2019 - Present

- 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.

NATURE SCIENCE

Norra Real | 2012 - 2015

WORK

TEACHING UNREAL 4

Tekniska Muséet | 2019 - Present

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 - Present

Extra job, while studying. I independently handle storefront and workshop simultaneously, while providing great customer service, which is reflected in our 4,8 star Google reviews.

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.

TEAM PROJECTS

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

GAMEPLAY DESIGN

Super Mother Quackers | Student Project

- I implemented and led the design for our player-movement, AI, and game-mode logic.
- I polished and refined mechanics, with internal and external playtesting.

Project Lead | Gameplay Design | AI Scripting | Testing

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

