



# Viktor Åfors

## Game Designer & Level Designer

Analytical and communicative gameplay designer. Skilled at prototyping, tuning mechanics, and collaborating across disciplines to deliver polished, player-focused experiences.



### Contact

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### Portfolio

[viktorafors.wixsite.com/portfolio](https://viktorafors.wixsite.com/portfolio)



### Education

- **The Game Assembly, Malmö**  
*Higher vocational education*

Studied level design, gaining skills for making games in solo work and group projects within multidisciplinary teams.

- **Blekinge Institute of Technology, Karlshamn**  
*Degree of Bachelor of Science*

Main field of study in Media Technology with a focus on Digital Games. Graduated after writing a thesis on exploration in games.



### Skills

- Unreal Engine 4
- Unreal Engine 5
- Visual scripting
- Perforce (P4V)
- Confluence
- Miro
- Jira
- Blender
- Unity
- Tiled
- TortoiseSVN



### Language

**Swedish** – Native.

**English** – Fluent.

**Danish** – Proficient.

## Work Experience

2022 – Present

### Game designer

Sharkmob, Stortorget 11. 211 22 Malmö

Working with 3C and moment-to-moment gameplay on Exoborne, Sharkmobs upcoming AAA extraction shooter.

- Designed and maintained feature documentation using **Confluence** and **Miro**, ensuring clear alignment across design, engineering, and art teams.
- Acting **feature owner** for one of the game's **primary USPs**: the Exo-Rigs, leading character design, iteration, and integration of key gameplay capabilities.
- Drove Exo-Rig design improvements, **raising user sentiment from 2.7 to 4.1** in under a year.
- Delivered high-quality gameplay content tied to equipment, and player abilities, from initial pitch through prototyping, implementation, and polish.
- Developed and balanced 100+ Exo abilities using **Unreal Engine 5 visual scripting**, guided by both data analysis and user research.
- Planned, prioritized, and tracked tasks through **Jira**, ensuring timely delivery of gameplay features.
- Collaborated closely with other teams to prototype, validate, and refine gameplay features, ensuring consistency with design pillars and project goals.

2018 – 2023

### Home care aide

Lund Municipality, S:t Lars v 44. 222 70 Lund

Provided care for disabled individuals with daily living activities within their own home.

- Developed strong interpersonal **communication** skills through daily interaction with patients.
- Administered medications and treatments as prescribed by healthcare professionals, maintaining accuracy & adherence to care protocols.
- Strengthened **problem-solving** by addressing patient needs and adapting to changing situations.
- Gained valuable teamwork experience, collaborating with colleagues to maintain high standards of patient care.