

MARIE

MEJERWALL

RESUME

SUMMARY

- Creative leader wearing hats ranging between Design Director to Lead and minor hands-on work
- Experience leading both design teams and cross-disciplinary implementation teams
- Past as Game Designer, Technical Game Designer and Gameplay Engineer. Wide experience within gameplay and systems, deep knowledge in AI and 3Cs
- 10+ years game development experience, 6 years in AAA with 3 shipped titles, 1 DLC, and 1 game mode
- Bachelor in Computer Science at Royal Institute of Technology, Stockholm
- Long history in eSports as tournament organizer and broadcaster

EXPERIENCE AS GAME DEVELOPER

Lead Game Designer

Yager, March 2020 – present

Lead Game Designer on live game competitive multiplayer game The Cycle

- Head of the Design Department, leading the craft and responsible for all its output
- Long- and short term planning (e.g. milestones and backlog grooming)
- Working together with Creative Director, setting and presenting vision
- Organizing workshops, playtests and tending to designers learning and development needs
- Setting internal creative process (workflows, approval processes, pitch jams etc)
- Hiring manager for design positions
- Discussions and support to the community (i.e. streams, roundtables, coaching tournament organizers)
- Managing 9 designers ranging from combat to MTX to Narrative to UX
- Performance reviews and regular coaching and mentoring with reports and others requesting it
- Reviewing and ensuring the quality of all designs and feature work
- Leading by example; hands-on implementation, teaching and mentoring
- Designs across the board where needed

Product Owner & Senior Game Designer

Jagex, May 2018 – March 2020

- Vision holder: Setting vision & direction, delegating and signing off all design for Combat and AI
- Product Owner: Setting goals and tasks, managing backlog, bug triage, distributing work
- Reviewing and signing off on all implemented features
- Team lead – Leading, ramping up, motivating the cross-disciplinary Combat & AI teams
- Coaching and mentoring intermediate designers
- Designer – Systems and characters
- Implementation and tweaks in engine (Unreal 4)

Feature Owner & Game Designer

Capcom Vancouver, Jul 2017 – Feb 2018

- Feature Owner and designer of all boss fights on a cancelled AAA project in the Dead Rising franchise
- Character design, encounter stage design
- Lead and drove the execution through a cross-disciplinary feature team of 20 people
- Implementation in engine (Unreal 4)

Game Designer

Nvizzio Creations, Jun 2016 – Jul 2017

After thorough evaluation of my design skills, an intermediate design position was opened up especially for me

- Spearheaded the Fame progression system on RollerCoaster Tycoon
- Designed the debuff system and map hazards on Rokh

Technical Designer

Nvizzio Creations, Apr 2015 – Jun 2016

AI Tech Designer and engineer for long-awaited theme park simulator RollerCoaster Tycoon World

- Programmed in C# using engine Unity3D
- Game Design for systems such as goalplanning
- Tech design and architecture on all AI-driven systems
- Planning, delegating and coaching AI developers
- Hosted community streams for early access events

Gameplay Engineer

Eidos Montréal, Aug 2014 – Jan 2015

- Programmed gameplay, weapons and progression (C++)
- Worked on Deus Ex: Mankind Divided and Breach

Gameplay Engineer

WB Games Montréal, Jan 2013 – Jul 2014

- Worked widely with all aspects of gameplay on Batman Arkham Origins and its DLC 'A Cold, Cold Heart
- Put together all content creators work (art, animation, sound, vfx, level design and script) into features
- Implemented core player combat and abilities
- Iterated boss fights closely with designer

Gameplay Engineer

Net Entertainment, April 2011 – Dec 2012

- Coded the gameplay and engine of web and mobile games such as Demolition Squad and Scarface
- Made new game prototypes (design + code) in Unity

Thesis student

bwin Games, 2010

- Researched how bwin's online Poker client could implement minigames and other plugins

Gameplay Engineer

Really Evil Empire Productions, Nov 2008-May 2009

- Coded gameplay & UI for indie game SnowHard
- Pitched and presented for Swedish Game Awards jury

Design & Engineer Intern

IBM Almaden Research Center , Jun 2008-Aug 2008

- Researched how to use 3D MMORPG:s in new ways
- Designed an admin panel for hosting meetings in them
- Carefully designed visually and made flow diagrams and iterated with A/B-Testing before writing code

Junior Engineer & QA

Columbitech, 2007

- Tested smartphone app for monitoring Internet usage
- Programmed and refactored UI code in C++

EXPERIENCE WITH eSPORTS & GAME MEDIA

eSports Coach

2015-2016

- Coaching a top 12 North American SMITE team
- Won their secondary league with team 'Commitment Committee'
- Also previously coached team 'BOT Empire'
- Support and tactics during tournament
- Scheduling and reviewing practice matches
- Analysis, VOD reviews, competitor research, laying out strats

eSports Caster

SMITE Central, 2015

- Play-by-play caster later gone analyst for SMITE community organizer 'SMITE Central'

Manager and Caster for eSports Tournaments

Meltdown Montreal, 2015

- Planning and organizing 'SMITE Night' tournaments at local eSports bar
- Communication with game publishing department on prizes
- Decorating the bar (designing and ordering banners and posters)
- Live organizing scheduling and results
- Casting matches live on speakers and stream
- Coordinating volunteers

Manager for eSports Tournaments

Femina Gaming & Femina United, Apr 2004-May 2010

- Responsible for booth, competitions and partner relations at huge game events at DreamHack
- Put together tournament concept, rules and brackets
- Head Admin during the competition and hosted onstage
- Did design for booth, brochures and t-shirts

Game Expert in TV show

MetroTeknik, Jun 2007 - Sep 2007

- Starred as Game Expert, responsible for all content (script, pictures, video clips) in my part of the show
- Also starred several times on Swedish morning show TV4 Nyhetsmorgon (1m+ live viewers)

Game Reviewer

Nordic Gamers, 2005 - 2006

- Was Game Reviewer for Northern Europe's largest online gaming portal - Nordic Gamers
- Tested, analyzed and wrote articles and reviews about new game releases

EDUCATION

Bachelor of Science in Engineering -

Royal Institute of Technology (KTH), 2006 - 2009

Computer Engineering - Computer Technology, Software and System Development

LANGUAGES

English (fluent)
Swedish (native)
French (intermediate)
German (beginner)