

SKILLS

Experience with game design (core mechanics, system design, content design, usability, playtesting, monetization, pitching), agile methodologies (Scrum, Kanban), level design (3D and 2D), basic scripting ability and understanding of programming (Java, C#, AS3, Kismet) and databases (SQL), professional experience with tools such as Jira, Slack, Trello, Perforce, Git, Adobe Photoshop, Paint.net, Unity, Unreal Engine, Microsoft Office and Google Docs.

EXPERIENCE

GAME DESIGNER (CONTRACT), Artplant

June 2017 – Current

AR Game / October 2017 / iOS & Android, AR minigames and experiences

Principal game designer on an app filled with AR games and experiences for children ages 5-9, developed for a large company in the US.

- Designed and developed 8 games in 9 weeks working with multinational and remote teams from June 2017 to app store submission in September 2017.
- Designed games for international brands such as LEGO, Nerf, Hot Wheels and Barbie.
- Responsible for creating and maintaining a cohesive design of the whole app, including all games, AR experiences and features such as Quests, Menu flow, Currency System, Account System and Usability.

GAME DESIGNER, Ravn Studio

November 2015 – May 2017

Little Grey Fergie Saves the Day / May 2016 / iOS & Android, farming simulation, premium

I was tasked with taking a very early concept and mold it into a full-fledged game design and guide the team through making it, from prototype to launch. My work included:

- **Content design:** designing an engaging core game loop while avoiding a severe content treadmill, defining game space/environment, use of all characters in engaging way without breaking IP, buildings, ingredients and crops, what they do and what they look like.

Karstein Ersdal

[Portfolio](#)

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- **System design:** balancing all elements in the game such as cost, grow time, build time, required ingredients and when new upgrades unlock and what they cost. Designing infinite drains such as cosmetics and a light “gacha” system using only in-game currency (premium game), and systems to make the player come back.

GAME DESIGNER, Trollpants Game Studio

June 2014 – August 2015

52 Swipe Up / 2015 / iOS & Android, 2D card-based memory game, ad-based

I focused on the core game loop, the overall game concept and core mechanics, the card system design with over 250 unique rule combinations, tuning the difficulty curve and UI/UX (tutorial, user testing, usability).

Witch Wing / 2014 / iOS & Android, endless 2D flyer, free-to-play

For this game I focused on designing a good core game loop, system design (upgrades, scores, monetization, store design, premium vs. soft currency, CPA and LTV projections), the design of rules for checkpoints, score, enemies, objects, the procedural algorithm and UI/UX (tutorial, user testing, usability).

ORGANIZATIONS

BOARD MEMBER AND SECRETARY, Spillmakerlauget Øst

May 2014 – May 2016

Board member and secretary at the largest game developer's guild chapter in Norway. Chief communicator between board members (meetings, events, notes). Organized 18 developer meetups with location and speakers. Helped double member size in 2 years and arranged 2 Game Jams with 100+ attendants.

EDUCATION

B.Tech (IT) with Specialization in Game Design

Westerdals Oslo ACT (formerly NITH), Oslo.

August 2011 – June 2014

My education gives me a valuable technical foundation (programming, databases, websites), combined with game design knowledge. Achievements:

- IT Student of the Year finalist 2014.
- Straight A's in all game development-related classes, GPA 4.0 overall.
- Received GDC Europe & Gamescom Scholarship 2014 from IGDA, only handed to the most promising game development students.