



Philip Nordlander

Technical Designer



Contact

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🏠 Bromma, Stockholm

Skills

Unreal Engine

Blueprints · AngelScript

Unity

C#

Version Control

Perforce · Diversion

Additional Tools & Skills

Figma

Jira · Trello

Languages

Swedish – Native

English – Fluent

Education

Game Design

2025 – Present

Futuregames, Stockholm

Additional Coursework

Programming 1 & 2

2024 · Jensen Education

Experience

Team Spino LLC

Technical Designer · Contractor · 2026 – Present

Unanounced Project – NDA

- Implement gameplay systems and technical solutions.
- Handle engine upgrades, debugging and gameplay-related technical issues.
- Turn developer requirements into working in-game solutions.

Eventide Studios

Technical Designer · Contractor · Oct 2025 – Aug 2026

From Ash

- Design and implement player combat, enemy AI and gameplay systems in Unreal Engine 5.
- Take features from design and prototyping through implementation and iteration.
- Collaborate directly with the development team across multiple contracts.

Emerald Studio Sweden

Project Lead · Technical Designer · 2024 – Present

Echoes of Argora

- Lead development and project management across a multidisciplinary team.
- Design and implementation of core gameplay systems in Unreal Engine 5.
- Coordinate external collaborations across art, narrative, audio and production.

Foodora

Onboarding Specialist · Senior Agent · Jan 2021 – Sep 2023

TabSquare

- Worked across sales, product and technical support to onboard and support key partners.
- Developed processes, trained team members and collaborated on integrations and product improvements.

MY PORTFOLIO