



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

Work Experience

Team Spino LLC

Technical Designer · Contractor · 2026 – Present
Unannounced Project – NDA

- Implement gameplay systems and technical solutions.
- Handle engine upgrades, debugging and gameplay-related technical issues.

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.

Game Projects

Project ANI

Technical Designer · Scrum Master · 2026 – 5 weeks
First Person Shooter · Horror

Hyacinth 9

Technical Designer · 2026 – 7 weeks
Exploration Platformer

Star Beat

Gameplay Designer · Level Designer · 2025 - 4 weeks
Rhythm

MY PORTFOLIO