MAX HJORT

TECHNICAL DESIGNER

PROFESSIONAL ROLE

I am a Game Designer specializing in creating engaging mechanics and scalable systems.

Outside Systems and Technical Design, I am proficient in Sound Design, Music Production and I have hobby experience with 3D Modeling and art.

KEY SKILLS

- C#, Visual Scripting, Python
- Unreal Engine, Unity, Godot
- Multiplayer Design, Gameplay Design, Systems Design, Quick Iteration, Audio Design, 3Cs

CONTACT ME AT:

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GAME PROJECTS

SUBOPTIMAL

WeCanDoBetterGames | Sep 2025 - now

- Technical / Systems Designer + Sound Designer
- Worked on designing the core loop during pre-production alongside the team
- Developed central mechanics, features and systems
- Worked on designing and implementing multiplayer systems
- Won *Future Game Award* for best Multiplayer 2025

VISCERATE

Futuregames School Project | May 2025 - June 2025

- Technical / Sound Designer
- Worked on designing the core loop during pre-production alongside the team and product owner
- Designed and implemented SFX through the use of multiple industry standard software and programs
- Worked on troubleshooting and quality assurance along with developers across several disciplines

EDUCATION

Futuregames Stockholm

Game Designer Specialization | Sep 2024 - Dec 2025

- Specialized in Technical / Systems Design
- Took advanced courses in Scripting and Game Design theory
- Took part in 4 large Game Projects alongside other students
- Worked on mulltiple side projects, both on my own and with other students

REFERENCES

Hanna Fridén
Game Design Head Teacher, Futuregames Stockholm
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