



AXEL MARELIUS

GAME DESIGNER



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WORK



DICE - TECHNICAL DESIGNER

DICE | Jan 2020 - Oct 2024

I work together with many disciplines to drive features forward, from initial design & vision, to finished feature.

- I was graded as a top-performing tech-designer by my director/manager every year.
- I helped my team find new ways to collaborate between crafts, and enable each other.
- I ran several internal courses, and other learning initiatives.
- I advocated for agile workflows, and strived to improve our development-process through a "game-first" approach.



TEACHING UNREAL 4

Tekniska Muséet | 2019 - 2020

Held several courses for young adults in game development in Unreal Engine 4. I arranged the recruiting and training of other course leaders.

EDUCATION



GAME DESIGN

Futuregames | 2019 - 2021

- A higher vocational school, with a focus on learning by doing, and teamwork.
- Helped me get a solid foundational knowledge, and a wide skill-set within game-development.
- Taught me how to work efficiently in/as a team, and how to overcome challenges together.

PROJECTS

TECHNICAL DESIGN

Unannounced Battlefield Project | DICE

- Engagement Design + Implementation
- 3C + Gameplay Design + Implementation
- I've driven technical refactoring of big systems relating to In-game communication, and the engagement front-end, finding better solutions, and organizing the work together with Production, Code, and other tech-designers.

TECHNICAL DESIGN

Battlefield 2042 | DICE

- I put emphasis on rapid prototyping and iteration, enabling us to find fun features through experimentation and testing.
- I worked on 3C design, and took ownership of the tech involved.
- I acted as a bridge between different crafts and stakeholders. Understanding our tech needs and limitations allowed me to drive features through implementation.

GAME JAMS

SUCKABLE OBJECTS

Forsbergs, November 2019

- 1st Place Winner

INSURANCE FRAUGG

Forsbergs, January 2020

- "Best Sound Design" Winner

...And many more on my website!

SKILLS

