

MARCUS GRANLUND

Gameplay & Systems Designer

📍 Stockholm, Sweden | ✉️ makkegranlund@gmail.com | 🌐 <https://marcusgranlund.wixstudio.com/portfolio> | [in](#) LinkedIn

SUMMARY

I'm a Gameplay & Systems Designer with a background as a professional esports player. Currently refining skills at **Futuregames** while contributing to live balancing, new features and testing at **Kongor Studios**.

PROFESSIONAL EXPERIENCE

Kongor Studios | Gameplay & System design - Heroes of Newerth: Reborn | 2025-Present (NDA)

- Designing and iterating Hero, Item, and Boss balance.
- Observe playtest sessions, evaluate feedback vs actual gameplay outcome.
- Weekly meetings with design team to iterate on new and existing systems.

Söderberg & Partners | Account Manager | 2020-2024

- Managed 50+ corporate accounts and coordinated pension/benefit solutions for staff and executives.
- Supported two mergers and sixteen acquisitions from start to finish.
- Built and maintained long-term client relationships in a fast-paced environment.

Blizzard Entertainment / Tricked Esports | Professional Player - Heroes of the Storm | 2017-2019

- Team Captain and Drafter in Heroes Global Championship 2017-2018.
- Developed strategies, tracked meta changes, and optimized team compositions based on evolving patches.
- Received training in branding, communication, and working with media.

Fnatic | Professional Player - Heroes of Newerth | 2015-2017

- Led team to world champions!
- Organized team schedules, practise structure, and drove improvement.

EDUCATION

Futuregames | Game Design - Specialization: Systems Design | 2024-Present

Focus areas: Visual scripting, multiplayer systems, game economy, and gameplay/combat mechanics design.

PROJECTS

Eclipse - First-Person Speedrunner Demo

- Designed 3C and combat systems.
- Led sprints and coordinated a team of over 20 people over 4 cities.
- Presented final build to an independent jury.

Strata² - Horde Bullet Hell Demo

- Designed AI horde behaviour and implemented movement, abilities, and combat systems.
- Led playtest session and translated feedback to
- Pitched the project to an external panel.

DEV TOOLS & SKILLS

Unreal Engine | Unity | Perforce | Git | Fork | Visual Scripting | Jira | Visual Studio | Rider