MARCUS GRANLUND

Gameplay & Systems Designer

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SUMMARY

Creative and analytical Gameplay Designer with a professional esports background and hands-on experience in system design, balance, and gameplay iteration. Currently refining skills at **Futuregames** while contributing to live balancing and feature testing at **Kongor Studios**.

PROFESSIONAL EXPERIENCE

Kongor Studios | QA & System design - Heroes of Newerth: Reborn | 2025-Present

- Designed and iterated Hero, Item, and Boss balance, with a focus on improving match quality.
- Took part in playtest sessions and summarized feedback into design ideas.
- Worked with developers to test new economy and progression systems before release.

Söderberg & Partners | Account Manager | 2020-2024

- Managed 50+ corporate accounts, coordinating pension and benefits system for staff and executives.
- Oversaw two mergers and sixteen acquisitions.
- Responsible for maintaining customer relations.

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

- Served as Captain and Drafter in Heroes Global Championship 2017-2018.
- Designed strategies, analysed meta shifts, and optimized composition for competitive relevance.
- Received media and branding training.

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

- Served as Captain and drafter in HoN Tour World finals, securing 1st place.
- Managed training schedules and timelines.

EDUCATION

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

Focus: Visual scripting, multiplayer, economy, and gameplay mechanics.

PROJECTS

Eclipse - First-Person Speedrunner Demo

- Designed 3C and combat systems; led production sprints and playtesting.
- Presented final version to independent jury.

Strata^2 - Horde Bullet Hell Demo.

- Designed AI horde behaviour.
- Designed & implemented character abilities, movement, and combat systems.
- Led playtest and feedback sessions.
- Pitched to external panel.

TOOLS & SKILLS

Unreal Engine | Unity | Perforce | Git | Fork | Visual Scripting | Jira | Visual Studio | Economy Balancing | Combat Systems | Multiplayer Design | QA Testing | Prototyping