



Carl-Henrik Huusko

GAME DESIGNER

SKILLS

SYSTEMS & GAME DESIGN

- **Designing** interconnected **gameplay systems** with a focus on adaptability, player choice, and fun replayability. As well as **refining systems** through **prototyping**, **playtesting** and **iteration** for fair, skill-based gameplay.

LEAD DESIGN & PRODUCTION

- **Coordinating** multidisciplinary **teams**, streamlining **workflows**, and **aligning** development across disciplines to **drive project vision**, priorities, and momentum from concept to delivery.

ONBOARDING & PROGRESSION

- **Designing** tutorials, **difficulty** curves, and balanced **progression** that **teach** mechanics naturally, maintain flow, and keep players motivated throughout their journey.

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TECHNICAL SKILLS



INDUSTRY PROJECTS

LUNAR OUTLAWS - SALTLAG INTERACTIVE

GAME & LEVEL DESIGN - June 2025 -->

- **Designed** and **implemented** diverse **puzzles** for a demonstration level, showcasing **core gameplay concepts**.
- **Designed** cooperative **player mechanics** to further create interactive and **engaging** multiplayer problem-solving.
- **Created, Iterated on** and expanded level sections to enhance challenge and encourage **creative solutions** within a focused demonstration level.

GAME PROJECTS

SITE ZERO - STUDENT PROJECT (10)

LEAD GAME & LEVEL DESIGN, PRODUCTION - 8 WEEKS

- **Designed** and **implemented** weapon, upgrade, and economy **systems** with a dynamic scavenging-based match loop.
- **Built** and **iterated** on **levels** for pacing, flow, and competitive balance, including a multi-stage interactive 2-player tutorial experience.
- **Balanced** player stats, weapons, mobility, and AI via iterative **playtesting** and spreadsheet **analysis**.
- **Coordinated development** through daily standups, Trello task management, and cross-discipline collaboration and delegation.

NEON FUSION TD - STUDENT PROJECT (5)

GAME DESIGN & PROGRAMMING - 5 WEEKS

- **Designed** and **created** a unique tower **merging system** with hybrid abilities, designing and balancing all **14 different towers** as well as projectiles, debuffs, enemies, and wave progression.
- **Developed** and **tuned progression** and **difficulty scaling**, including evolving enemy types, boss encounters, and resource system.
- **Balanced** gameplay through **iterative playtesting** and spreadsheet **analysis**, refining efficiency and challenge.
- **Implemented** supporting **systems** such as currency scaling, autoplay, and speed toggle, ensuring smooth mobile gameplay.

A FORGOTTEN STAR - STUDENT PROJECT (1)

GAME & LEVEL DESIGN - 4 WEEKS

- **Whiteboxed** and **built** an Incan temple environment, creating platforming, **AI-enemies**, and layered **puzzle mechanics**.
- **Designed** progressive **puzzles** using pressure plates, movable boxes, and a multi-stage light & mirror system.
- **Scripted** all puzzle logic, AI, and interactions using **Blueprints**, and **modeled, UV-mapped** custom meshes in **Maya**.

EDUCATION

Stockholm University

BACHELOR PROGRAMME IN COMPUTER GAME DEVELOPMENT - 2023 --> 2026

- University studies in **game development**. The curriculum included **C++** and **C# programming**, sound design, 3D-modelling and rendering, level design, **game design** and **multiple collaborative game projects**.