



Aurora Olsson

Game Designer

I've always been drawn to flow and pacing in games, making sure everything feels just right.

I also love storytelling, roleplaying, and spending time with horses.

aauroraolsson@gmail.com [Aurora Olsson · LinkedIn](#)



Genre: Simulator Engine: Roblox Studio Players: 15.8M

Shrek Swamp Tycoon

Lead Game Designer

HIGHLIGHTS

- Roleplaying and gameplay design.
- Writing official IP dialogues and constructing a narrative.
- Leading a team and an external client.

Together with DreamWorks, I worked as a lead designer for Shrek Swamp Tycoon. It was a joy to shape the gameplay and create a roleplaying environment designed according to the IP. We had a close collaboration with the client. RPG design is where I thrive, so this project was a fantastic opportunity to refine my skills and create something truly engaging.

Genre: Music Exploration Engine: Roblox Studio Players: 42.2M

Spotify Island

Lead Game Designer

HIGHLIGHTS

- Gameplay and level design for an open world.
- Collaborating with artists like Stray Kids, SUNMI, and Doechii.
- Leading a team and an external client.

In this music exploration game, I worked as a lead designer for gameplay design and level design. I crafted an interactive open world with parkouring that players could engage in while watching virtual concerts. I worked closely with the client to bring their vision to life. Collaborating with major artists like Stray Kids, SUNMI, and Doechii was a highlight, as was designing content inspired by real-world events like Spotify Wrapped—an exciting challenge in blending gaming with live experiences.



Genre: Tycoon RPG Engine: Roblox Studio Players: 33.5M

Gabby's Dollhouse

UX & RPG Designer

HIGHLIGHTS

- UX for an open world.
- Tycoon gameplay design.
- Problem solving and communication.

In this project, my primary focus was on roleplaying and user experience (UX), in collaboration with DreamWorks. My UX work involved leading the player from the beginning of the game. I concentrated on improving interaction points, directing the players' attention, and ensuring they noticed key elements. My RPG work consisted of bringing the IP to life in a gaming context. I worked with multiple layers to enable players to customize their own journey.

Genre: Sports Engine: Roblox Studio Players: 29M

Polo Beach by Ralph Lauren

UX & RPG Designer

HIGHLIGHTS

- Timing and feel for different vehicles.
- Feedback and dopamine focused.
- Roleplaying tools for the world and the sports.

In this sports and exploration game I worked on UX, timing and feel for different sports and vehicles. We had the goal to make it as realistic as possible without losing the Roblox feeling, so I got to balance organic real-life movement with a humoristic Roblox touch. A lot of focus went into feedback to boost the dopamine kick while using the vehicles. Alongside that I also worked a lot on roleplaying aspects which, as mentioned previously, is something I love.



Genre: Puzzle platformer Engine: Unity

Heliotrope

Puzzle & Combat Designer

HIGHLIGHTS

- Puzzle designs.
- Enemy behaviour and combat.
- Level Design.

I worked on a variety of puzzles built around the core mechanic of conjuring pillars from the ground. It was a fun challenge to repurpose existing environments, assets, and tools to create different puzzle experiences by pushing the mechanic in new directions. I also designed enemy behaviors and combat encounters around the same mechanic. Since it isn't inherently offensive, the challenge was to create situations where players had to think creatively and use the mechanic in clever ways rather than relying on brute force.

Genre: PvP & PvE Fighting Engine: Tengine

Duck, Duck, Boom!

Combat & Gameplay Designer

HIGHLIGHTS

- Combat design and enemy behaviour.
- Gameplay and flow.
- Level Design.

For Duck Duck Boom, I designed the combat to mix PvE and PvP, so players have to deal with enemies while also trying to outlast each other. When an enemy is hit, it gets launched and explodes like a bomb, creating opportunities for players to line up enemies and use them to take out other players. I also designed the enemy behavior, including where and how often they spawn, how fast they move, how much damage they deal, and how they scale in difficulty to keep matches balanced.



Genre: Action Engine: Roblox Studio

Jetpack Jumpers

Level Designer

HIGHLIGHTS

- Creatively use props for different purposes.
- Innovative level design in a compact space.
- Narrative world building.

As a level designer for the game Jetpack Jumpers, I had the opportunity to refine my skills in innovative thinking within a linear framework. Each level was created to fit within a narrow, tunnel-shaped design, while still offering a fresh and exhilarating experience for players. This challenge required me to creatively repurpose props in ways that defied their original intent, devising inventive solutions to optimize every inch of the segment. Additionally, I engaged in narrative world building to enhance the overall immersion and storytelling of the game.

ABOUT ME

GAME DEVELOPMENT & HORSES



AURORA OLSSON

Game Designer

I've always been very passionate about entertaining others, whether it's been through making humoristic videos, theater, or game development. Alongside that, I've invested countless hours in the horseback saddle, aiming for my final goal to compete in the AQHA World Show.

CONTACT

Reach out via email or LinkedIn.

aauroraolsson@gmail.com

<https://www.linkedin.com/in/aurora-olsson-3a25b91b9>