Joshua Villgren
Game Producer

Mobile: +64297757118
LinkedIn: https://www.linkedin.com/in/joshua-villgren/

Email: joshuavillgren@gmail.com
Location: New Zealand/Remote

About Me

Hobbyist programmer turned game developer, with experience leading game jam teams and contributing to large-scale PC and mobile titles before transitioning into production. Skilled in delivering complex systems and multi-platform releases through meaningful collaboration, and highly thoughtful leadership.

Skills and Tech

- 5+ years of Unity & Unreal development with a design and production focus.
- 4+ years with GitHub, Plastic SCM, and Perforce in professional pipelines.
- Experienced with Jira, Confluence, Trello, Slack, and Agile/Scrum for planning, workflows, and deadline-driven delivery.
- Strong problem-solving, attention to detail, and data analysis background for improving processes and team efficiency.
- Skilled in managing multi-disciplinary teams, shipping complex systems, and optimising pipelines for implementation.

Work Experience

Game Producer
Void Interactive | July 2024 - Current

- Owned and shipped 25+ systems and features across multiple DLCs (weapons, AI, narrative, achievements), making descoping decisions to ensure 95%+ on-time delivery.
- Led console release production, including full cross-play delivery in under 6 months, day-one, first-submission certification, and patch cadence (250+ fixes within 3 weeks post-launch).
- Spearheaded a company-wide Jira overhaul, introducing automations and new workflows that improved visibility, eliminated backlogs, and increased delivery efficiency.
- Designed and implemented a new localisation and narrative pipeline, reducing translation errors/delays by over 60%.
- Partnered with marketing to launch the first structured Known Issues process, improving player trust and release transparency across PC and major console platforms.

Game Developer
Rovio Entertainment | January 2023 - August 2024

- Working as a client game developer on the largest grossing game in the Rovio portfolio, Angry Birds Dream Blast
- Sprint planning ownership and fortnightly review for client backlog features.
- Running learning presentation meetings, including planning, designing and delivering various game dev processes and tools.

Junior Game Developer
Rockodile Games | November 2021 - January 2023

- Production design for mobile and web based apps and games, including game and ad testing in Unity 2D/3D.
- Game design and project planning for small scale local projects, one with a networking/multiplayer focus.
- Effective sprint maintenance for remote team with on prototyping projects.

Qualifications and Education

Google
Google Project Management: Professional Certificate

October 2023 - April 2024

Massey University
Bachelor of Science | Computer Science and Mathematics

July 2020 - June 2023
- Massey Scholar and graduating class Valedictorian
- A highly competent student with perfect grades in every course.
- Course marker and tutor for four computer science and mathematics courses.

Steps Drama Learning Development
Leadership Skills Certificate – Leading in the Vodafone Way

February 2017

Canterbury's Gamers Community/Oceanic Gaming
Head Event and Community Organiser | 2013 - 2017

- Running social media profiles, analytics, and events for a community of 2000+ people.
- Primary coordinator of official League of Legends events for Riot Games Sydney and other partners in NZ,