



Robin Wølkbjerring

PROJECT MANAGEMENT · GAME DESIGN · QUALITY ASSURANCE

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Profile

Educated in design, user experience and project management. Have worked as Producer and QA Lead/Manager. Proficient in game design, user research, project management, agile development and leadership.

Most recently a Producer at Tactile Games. Responsible for planning and releasing client updates. Working with feature and story teams to prepare and release new content to players at least once a week. Previously the QA Lead/Manager at Tactile Games managing all manual QA personal in Copenhagen.

Love to solve problems and driven to creating new and enthralling experiences. Have been involved with multiple mobile game releases with primary QA lead responsibility. I enjoy teaching others and I value an empowered and happy team.

Have lived in the North and South of Jutland as well as Copenhagen, so I do not mind moving for the right opportunity. Currently looking for jobs in the video game industry.

Skills

Management	Leadership • Agile Project Management • SCRUM • Kanban • Trello • Conflict management.
Design	Game design • Systems • Design documentation • Gamification • Rapid prototyping • Excel.
Tech	Unity Engine • Unreal Engine • C# programming basics • Adobe Suite • System admin.
Quality Assurance	Setting up test pipeline • Bug testing • Testing with users • Documentation • Feedback to team.
QA-Tech	Sourcetree • Git • GitLab • Bitbucket • Building games • Python basics.
Users	User testing • UX design • Usability studies • Surveys • Interviews • Analysis of user data.
Languages	Danish (Native) • English (Full professional proficiency - C2 level) • Understand: Norwegian (Bokmål) & Swedish.

Work Experience

Tactile Games

PRODUCER

Copenhagen

Sep. 2023 - Aug. 2024

- Producer on mobile game *Penny & Flo*.
- Responsible for planning game client releases.
- Supporting the game and story teams.
- Submitting to app stores.
- Producing the Penny & Flo story.
- Running team creating new game feature.
- Sprint planning.

Tactile Games

QA LEAD FOR MANUAL TESTERS

Copenhagen

Sep. 2021 - Aug. 2023

- Weekly Sprint Planning for manual QA.
- Managing Tactile Games' manual QA teams.
- Approving releases with producer.
- Primary hiring manager for QA in Copenhagen - Interviewing and testing candidates.
- Deciding on new hires in collaboration with recruiters.
- Onboarding of new hires.
- Writing and managing test cases.
- Writing documentation for QA.
- Collaborating with game programmer teams as well as cinematic story teams to ensure issues are prioritized and fixes are included with releases.
- Advising in workflow standardization across teams.

Tactile Games

Copenhagen

QA GAMES TESTER

Jul. 2020 - Aug. 2021

- I started as a Manual QA Games Tester on a larger team, but I took on the primary responsibility for testing on a new game release within the first 3 months.
- QA test on mobile games:
- Regression testing, Exploratory testing, Compatibility testing (related to software, hardware, mobile OS, Localization testing).
- Running test automation with Python.
- Writing some test automation with Python.

Bedtime Digital Games

Aalborg

QUALITY ASSURANCE, INTERNSHIP

Oct. 2019 - Jan. 2020

- Quality Assurance for *Figment* iOS release. Game Designer on new smaller paper prototype.
- Established new QA test pipeline. Did game research and concept development.
- Participated in solving design problems of game levels.
- Recruited volunteer testers and oversaw them testing levels.
- Interviewed volunteer testers and gathered data from these. Provided UX feedback to team based on test results.
- Helped marketing during game release. Found press and influencers to contact. Wrote material for social media.

DADIU

Aalborg

LEAD GAME DESIGNER, INTERNSHIP

Aug. 2018 - Dec. 2018

- Lead Game Designer on iOS and Android game. Developed in Unity. Game- and UX design.
- Game research. Concept development. Prototyping. Game specifications and mechanics. Defined asset needs.
- Leader of technical production. Communicated and coordinated with 17 students. Defined / guided on UX needs for engine tools.
- Created test builds for quality assurance/UX testers - tested these myself. Did bug reporting
- Kept design documentation up to date with changes. Ensured coherence between mechanics and game universe / game vision.
- Grade: A (ECTS) / 12.

Heroshop.dk

Birkerød

ONLINE STORE OWNER

Sep. 2016 - Apr. 2018

- Sold comic books in an online store.
- Created shop in PrestaShop.
- Did marketing through Facebook and other social media.

Farum Municipality

Farum

IT SUPPORT INTERN

Jan. 2017 - Mar. 2017

- Upgraded hardware of laptop and desktop PC's.
- Installed OS and software.
- Did off-site administration of printers.
- Was introduced to VMware server administration.

Extracurricular Activity

Aalborg University

Aalborg

VOLUNTEER GUEST LECTURER

Oct. 2017

- Did lectures on Bitcoin and blockchain technology for peers.
- Created workshop where students had to come up with possible use cases for blockchain.

Aalborg Blockchain Network

Aalborg

FOUNDER

Nov. 2017 - Jan. 2020

- Founder of network for blockchain enthusiasts.
- Have done talks on various applications for blockchain technology.

Freedom Festival

Aalborg

VOLUNTEER MUSIC PLANNER & PRESENTER

Jun. 2018 - Sep. 2018

- Contacted all bands and planned the festival music program. Handled 12 bands over two days.
- Was the presenter for the festival. Stood on the scene and bit everyone welcome and introduced every band throughout the days.
- Played with a band at the festival as singer/guitars.

Recommendations

Tactile Games

Copenhagen

TACTILE GAMES, PRODUCER AND QA LEAD/MANAGER BEFORE THAT

Jul. 2024

See LinkedIn profile for a list of publicly available recommendations:
<https://www.linkedin.com/in/robinwoelkbjerring/>

Honors & Awards

2016 **Winner**, Nordic Game Jam - Game designer on board game *Take Credit*, which won *Best Board Game* (Won both *Jury* & *Public Choice* Awards).

Copenhagen, DK

2018 **Article**, Apple included DADIU game *Night Painter* in *Made in Denmark* list.

Apple (Denmark)

Education

Aalborg University

Aalborg

M.SC. IT IN INTERACTIVE DIGITAL MEDIA

Sep. 2017 - Jun. 2019

- Agile project management in IT, IT design, concept development, prototyping.
- Design and development of interactive experiences and games.
- Business analysis, film production, video editing.
- User testing, usability, user research.

Aalborg University

Aalborg

BACHELOR IN COMMUNICATION & DIGITAL MEDIA

Sep. 2012 - Jun. 2015

- Communication, media production, communication strategy, aesthetics. Quantitative and qualitative user research.

University Projects

When music and difficulty meet:

How music affects perception of a video game's difficulty

Aalborg

MASTER THESIS

Jun. 2019

- Flow theory, SAM tests, psychophysiological data and user interviews.
- Analyses whether the presence of music affects the user's perception of a game's difficulty.
- Grade ECTS: B / 10

Computer Games at the National Academy of Digital Interactive Entertainment (DADIU)

Aalborg

SEMESTER EXAM ASSIGNMENT

Dec. 2018

- Exam in my game design and leadership work at DADIU as well as analytical reflections on the semester.
- Grade ECTS: A / 12