

Robin Woelk Bjerring

GAME DESIGN · LEVEL DESIGN · TECHNICAL PRODUCTION

Kollegievej 6, st., -104, 9000 Aalborg, Denmark (willing to move)

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Summary

Empathetic IT Design graduate skilled in game design, level design, project management, agile development, user experience and leadership. Love solving problems and creating new and compelling experiences. Have made video and board games, created a network for blockchain enthusiasts, owned an online comic book store and been a presenter as well as music planner for a festival.

Skills

Design	Game design, Level design, Design document, Photoshop, Gamification, Rapid prototyping, Excel for game stat management
Management	Leadership, Agile Project Management, SCRUM, Kanban, Trello, Conflict management.
Users	User testing, UX, analysis of user data.
Tech	Unreal Engine, Unity Engine, Sourcetree/Git, C# programming basics, system administration.
Languages	Danish (Native), English (Professional capacity), Norwegian Bokmål (read/understand), Swedish (read/understand).

Work Experience

DADIU

LEAD GAME DESIGNER, INTERNSHIP

- Lead Game Designer on iOS and Android game developed in Unity. Did game and UX design.
- Lead technical production. Communicated and coordinated with 17 students.
- Created test builds for quality assurance/UX testers.
- Grade: A (ECTS).

Aalborg, Denmark

Aug. 2018 - Dec. 2018

Farum Municipality

IT SUPPORT INTERN

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

Farum, Denmark

Jan. 2017 - Mar. 2017

Gjensidige

BOOKER OF MEETINGS

- Did B2B and B2C contact.
- Set up meetings with potential customers.

Copenhagen, Denmark

Sep. 2016 - Dec. 2016

Honors & Awards

- 2016 **Winner**, Nordic Game Jam - Board Game Track (Jury & Public Choice Awards)
- 2018 **Article**, Apple included DADIU game *Night Painter* game in *Made in Denmark* list

Copenhagen, DK

Apple, DK

Education

Aalborg University

M.Sc. IT IN INTERACTIVE DIGITAL MEDIA

- It design, agile project management, concept development, digital narratology, game design, gamification, prototyping.

Aalborg, Denmark

Sep. 2017 - Jun. 2019

Aalborg University

B.A. IN COMMUNICATION & DIGITAL MEDIA

- Educated in communication, media production, communication strategy, aesthetics.

Aalborg, Denmark

Sep. 2012 - Jun. 2015

Extracurricular Activity

Aalborg University

VOLUNTEER GUEST LECTURER

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

Aalborg, Denmark

Oct. 2017

Aalborg Blockchain Network

FOUNDER

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

Aalborg, Denmark

Nov. 2017 - PRESENT

Freedom Festival

VOLUNTEER MUSIC PLANNER & PRESENTER

- 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.

Aalborg

Jun. 2018 - Sep. 2018

Game Jam Participation

GAME DESIGNER, PROJECT MANAGER, CODER

- **One Hour Game Jam**, July 2019 - Had one hour to create and upload a game. Made a choose your own adventure game in Unity and C# about having a devil and angel on your shoulder, who advises you on what to do with crunching in a game jam.
- **Nordic Game Jam** 2016 - Winner of board game track. Game about betting and deception. Did game design and testing. Presented the game at nomination ceremony.
- **Global Game Jam**, 2016 - Designed a co-op game with wizards battling monsters with rhythm based magic combos.

Aalborg, Denmark

2016 - 2019

University Projects

When music and difficulty meet:

How music affects perception of a video game's difficulty

MASTER THESIS

- 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

Aalborg

Jun. 2019

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

SEMESTER EXAM ASSIGNMENT

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

Aalborg

Dec. 2018

"Well Played" - A Winning Strategy for eSport as a Business Model

SEMESTER PROJECT

- Investigates how multiplayer games can elevate eSport as a business model. Analyses loot boxes, battle passes and more.
- Grade ECTS: B

Aalborg

Jun. 2018

The Pursuit of Intelligent Computer Games

SEMESTER PROJECT

- Discusses current and future applications for self-learning algorithms (machine learning / AI) in video games.
- Grade ECTS: B

Aalborg

Dec. 2017