Robin Woelk **Bjerring**

Game Design · Project Management · Quality Assurance

6700 Esbjerg (Willing to move)

(+45) 29405039 | robinbjerring@gmail.com | www.robinbjerring.com | robinwoelkbjerring

Pro**file**

IT Design graduate proficient in user research, game design, bug & user testing, project management, agile development and leadership. Love to solve problems and driven to creating new and enthralling experiences Most recently Quality Assurance Intern on commercial iOS game release. Have made video and board games, owned an online comic bookstore and been a presenter as well as music planner for a festival (where I also played myself). 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.

Ski**lls**

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

Wor**k Experience**

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.

Recommendations

Bedtime Digital Games *Aalborg*
QUALITY ASSURANCE, INTERNSHIP *Jan. 2020*
> "Not only did Robin significantly raise the final quality of our products at Bedtime Digital Games, but during his stint, Robin managed to transform the way we think of QA internally. He is very organised and diligent in his work and on top of that, he is an overall nice guy.- Klaus Pedersen, CEO

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.

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.

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