

HENRIK PETTERSSON

PERSONAL INFORMATION

Born in Sweden, 4 June 1986

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PROFILE

Game Designer with proven efficiency in building and producing quality commercial games that have reached millions of players. Has additionally created several independent games that have claimed awards for outstanding intuitive design. Key strengths include broad creative thinking, user-centered design and getting things done.

WORK EXPERIENCE

Freelancer 2013–Present Game Designer, FREELANCER — Melbourne

- Produce user facing content (Level Design, UX/UI, Game Balance)
- Provide project planning and management consultation.
- Remote collaboration with developers across the globe.
- Adapting to a wide range of development principles and tools.
- Provide playtesting data and problems solving.

Projects: [Ski Safari](#) · [Dungeon Dashers](#) · [Sim Cell](#)

The Voxel Agents 2010–2013 Game Designer, THE VOXEL AGENTS — Melbourne

- Lead designer and project manager (Agile/SCRUM).
- Designed game systems, mechanics, interfaces, audiovisual feedback and user metrics.
- Conducted and analyzed over 100 hours of playtesting sessions.
- Audience research and implementation of the F2P model.
- Created more than a thousand logical puzzles.

Projects: [Train Conductor Series](#) · [Puzzle Retreat](#)

EDUCATION

Bachelor of Games Design 2008–2010 Griffith University, Brisbane

- Created award winning game [Up Down Ready](#) in final student year.
- Received recognition of Academic Excellence
- Graduated with distinction.

TECHNICAL SKILLS

Advanced Rapid Prototyping, Audience Research, Level design, System design, UI design, Audio design, Playtesting & User Experience, Motion Graphics & Animation, Agile & SCRUM development, Project tracking, Video Editing, Quality Assurance

COMPUTER SKILLS

<i>Basic</i>	C SHARP, AS3, L ^A T _E X, HTML, JAVASCRIPT
<i>Intermediate</i>	JAVA, Processing, Maya, Adobe Illustrator, Pro Tools
<i>Advanced</i>	Adobe Photoshop, Adobe Flash, Unity, Version Control, MS Excel, Audacity, Adobe Premiere, Adobe After Effects, Balsamiq Mockups, Screenflow

AWARDS

<i>Games Design</i>	2013 · Winner - Accessibility - Puzzle Retreat - Game Connect: Asia Pacific
	2012 · Winner - Best Design - They Love You - Freeplay Independent Games Festival
	2010 · Winner - Best Design - Up Down Ready - Freeplay Independent Games Festival
	2013 · Nominated - Best Design - Puzzle Retreat - Game Connect: Asia Pacific
	2013 · Nominated - Best Design - Ski Safari - Game Connect: Asia Pacific
	2013 · Nominated - Best Design - Puzzle Retreat - Freeplay Independent Games Festival
	2012 · Nominated - Best Audio - They Love You - Freeplay Independent Games Festival
	2010 · Nominated - Best Australian Game - Up Down Ready - Freeplay Independent Games Festival
	2010 · Highly Commended - Best Game - They Love You - Freeplay Independent Games Festival
	2010 · Griffith Award for Academic Excellence

OTHER INFORMATION

<i>Languages</i>	SWEDISH · Native
	ENGLISH · Fluent
<i>References</i>	REFERENCES PROVIDED UPON REQUEST

March 14, 2014