

CURRICULUM VITAE – ARCADE BERG

EPIC GAMES POLAND (PEOPLE CAN FLY)

2010 - PRESENT

Game Designer & Community Manager

Employed as Game Designer and Community Manager for PCF. Game Design duties consisted of gameplay, pacing, balancing, UI and system design. Community Management duties involved being responsible for the studio's profile, community, events, social media and viral marketing. My game design to community management ratio is flexible and adapts to where I'm currently needed the most.



UNANNOUNCED PROJECT

Working on pre-production designs for an unannounced project. Responsibilities include brainstorming, high and low level game design, story, building prototypes, brand research and game design analysis.



BULLETSTORM (360,PS3,PC)

Executing hands on Game Design on nearly all aspects of the game. My primary focus was on User Interaction, the Skillshot System, Achievements and overall balance/pacing. I was also responsible for the design and implementation of Echoes Mode.

BULLETSTORM - GUN SONATA (DLC 1)

I was responsible for all Echoes Mode related game design in the Gun Sonata DLC pack, and enjoyed constant input on the new map designs.

BULLETSTORM - BLOOD SYMPHONY (DLC 2)

In charge of an additional game mode introduced in the DLC called "Ultimate Echoes" and continuous input on the new maps.

MY ROLE AS COMMUNITY MANAGER

I keep constant contact with Epic Games Marketing and was also required to maintain continuous relation and interface with Electronic Arts whilst managing a team of seven people on site.

It has been proven successful with a lot viral attention on big portals, such as Kotaku, Destructoid, Gametrailers, etc.

I've written material which has been published in Game Developer Magazine, Sony Playstation Blog and Official Xbox Magazine. I've handled multiple interviews both online and on national Television.

Good planning and delegation has been key for me to make sure the community management hasn't hindered my role as game designer. That is something that has always been of vital importance for me, my team and the upper management.

HELLO THERE

2010 - PRESENT

Game Design Advisor

Started out working on-site for the duration of one project as a Game Designer. After the project finished I moved on but remain a healthy relationship with Hello There as a Game Design Advisor from distance, providing game design input when appropriate.



EQUALIZE (WEB)

I was the only game designer on the project. I was responsible for game design, level design and pedagogy. It's an educational game teaching children about Diabetes Mellitus.

Won "Best Design" in Swedish Design Awards 2010.

OUTBREAK STUDIOS

2009 - PRESENT

Game Design Consultant

Providing help with documentation and continuous follow-ups on implementation.



SINK BLOBS (IOS - STILL IN DEVELOPMENT)

Taking their high concept ideas and turning it into a fully-fledged game without logical breaks and creating a complete, detailed GDD for their internal development.



UNANNOUNCED

Original idea by me developed into a well explaining document. Includes a heavy focus on interaction design.

GRIN

2008 - 2009

Level Designer

Level Designer with various responsibilities working with all disciplines across the studio. Frequent winner of the lunch-break Worms Armageddon game sessions.



BIONIC COMMANDO REARMED 2 (XBLA,PSN)

Mocking up levels for the game with the purpose of defining the way the game should be played and helping artist create assets.



TERMINATOR SALVATION (360,PS3,PC)

Created levels as well as being a key figure for the tools design for the tools used in the production. Administrated a focus group of six people in the role of SCRUM Master. Also did QA during the concluding part of the project.

ALSO CREDITED IN



DARK NEBULA: EPISODE 2 (IOS)

Provided Game/Level Design feedback during development.



BOB CAME IN PIECES (PC, MAC)

Provided continuous Game Design input on a regular basis.

ADDITIONAL ACCOMPLISHMENT

- A blog post Featured on **Gamasutra**. (<http://alturl.com/jfh5t>)
- University project "Gaiagony" was nominated for "**Best Game Design Concept**" in Swedish Game Awards, 2006.
- Worked as paid **Guest Lecturer** at University in Skövde to teach people about Video Games.

EDUCATION

COMPUTER GAME DEVELOPMENT - DESIGN

2005 - 2008

Bachelor Degree: Computer Game Development – Game Design

Studied relevant courses such as Experimental Game Mechanics, Cognitive Science – Cognitive Abilities, Human Computer Interaction, Speak (Rhetoric), Sketch and three dimensional form.

SKILLS

The following are a selected few of my skills.

SOFTWARE & COMPUTER LANGUAGES

Adobe Photoshop	Great knowledge
Unreal Engine 3 Editor (Epic)	Good knowledge
Hammer World Editor (Valve)	Good knowledge
Unity Game Engine	Good knowledge
Maya	Basic knowledge
Office (Not limited to Microsoft)	Very good knowledge
JavaScript , C#, C++, Java, PHP	Basic knowledge and experience
HTML, CSS	Very good knowledge

OTHER TRAITS

Driver's License.

References will gladly be provided upon request.