

Filip Pilebo

Gyllenkrooksgatan 9a, 41282 Göteborg

Age: 34

Tel: +46702703980

E-mail: f.pilebo@gmail.com

Portfolio: www.filippilebo.com



Overview

Filip is a committed and passionate project manager with several years of experience in software development. His experience of the entire development chain together with good social skills allows him to easily interact with all parties, quickly create a solid analysis, solve any problems where they might occur and contribute where needed in order to drive the project forward.

Previous assignments

Product owner - iGotcha Studios (2016-2018)

Worked with requirement towards steering board and developers. Involved in pre-production, sprint planning, setting milestones, establishing pipelines, planning meetings, outsourcing, motivating the team, adapting scrum, recruiting and acting as product owner.

- Write & prioritize use cases /user stories
- Tailor Jira to suit project needs
- Overseeing production and coordinating the teams (Programming, Design, Art, Front-End & Back-End)
- Managing outsourcing
- Co-creating, documenting and maintaining the vision, feature tasks and the roadmap of the project
- Driving the game's vision and making sure the teams are working towards the same goal
- Coordinating with the stakeholders on the projects, deliverables, and milestones
- Introducing Scrum
- Recruiting

Lead Game Designer - iGotcha Studios (2015-2016)

As Design Lead I designed the Technical Demo together with the design team as well as improving daily routines and overall structure of the company. Other responsibilities has been to educate and inform new staff.

- Design and scope out the technical demo
- Responsible for the training of developers/ designers
- Inform management and business about progress

Head Instructor/teacher - Changemaker Educations AB (2015-2015)

I was teaching students how to make games from scratch, everything from the psychological perspective of "what make games fun" to how to develop them. Responsible for the content of the syllabus, lectures and overall planning of the course. Lectures covered game development in general, scrum, serious games and gamification.

- Educate in scrum and how to work agile in game development
- Ensure that all students designed and produced at least 2 digital and 1 physical game
- Lectures in coding, design, planning and gamification
- Handle the communication with staff and students

Lead Designer - Full Control ApS (2014-2015)

I was working as a lead in this project. In my role I refined high level requirements and passed them onto the different specialists. I was also responsible for the coordination between disciplines and made sure the team delivered on time and with the quality expected.

- Collaborate with the rest of the teams specialist to create pipelines and set guidelines for the project
- Participate in splitting up requirements to the different areas.
- Create routines in how we should report progress
- Co-created game design documents and participated in splitting features into tasks

Employment history

2004-2006 Optimera Web & Design - 3D Modeller

2006-2007 Ortega Publishing Australia - Salesperson

2008-2010 Freelancing web designer - web designer

About

Roles and Skills

- Project Management
- Requirement Analyst
- System Design
- Outsourcing Manager
- Quality Responsible

Sectors

- Games Industry
- IT

Methods/models

- Safe
- Scrum
- Use cases
- User stories

Tools /Platforms

- Jira
- Microsoft Suite
- Hack N' Plan
- Microsoft Office
- Unreal Engine 3/UDK
- Adobe Photoshop
- Maya
- Unity
- Unreal Engine 4
- World Machine
- Zbrush

Projects

Game projects

- **Shape Up** (Coming soon for Android)
- **Space Hulk - Warhammer 40k** (iPhone/iPad, PC, PlayStation 3, PlayStation Vita, Wii U)
- **Jagged Alliance: Flashback** (PC)
- **Transphoria** (PC)
- **Lair of the Madhat** (PC)
- **Durodom** (PC)
- **Alter Light** (PC)
- **Arganoxx** (PC)
- **Union** (PC)
- **Project Haven** (PC)

Portfolio

www.filippilebo.com

Educations

2011-2014 The Game Assembly, Vocational
2001-2004 Computer science / Mathematics, Kongahällagymnasiet