

Filip Pilebo

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Overview

Filip is a committed and passionate designer 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

CEO & Founder - Skill2Win Studios (2018-ongoing)

Designing & developing mobile games for Android and iOS

Product owner - iGotcha Studios (2016-2018)

Producing a location based game for Android / iOS

- Write & prioritize user stories
- Tailor Jira to suit project needs
- Oversee production and coordinate the teams (Programming, Design, Art, FE & BE)
- Manage outsourcing
- Co-create, document and maintaining the vision, feature tasks and the roadmap of the project.
- Drive the game's vision and make sure teams are synchronized with it
- Coordinate with the stakeholders on the projects, deliverables, and milestones
- Recruit new staff

Lead Game Designer - iGotcha Studios (2015-2016)

Leading the design team in producing the technical demo for Android / iOS

- Design and scope out the technical demo
- Coach design team & instruct new staff
- Inform management and business about progress
- Improve daily routines and overall pipeline
- Document and maintain GDD

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

Educating students in game development in general as well as scrum, serious games and gamification. Everything from the psychological perspective of "what make games fun" to how to develop them

- Course and syllabus design
- Educate in scrum and how to work agile within software 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)

Leading the design team in producing Jagged Alliance: Flashback for PC

- Collaborate with the rest of the teams specialist to create pipelines and set guidelines for the project
- Create routines in how we should report progress
- Co-create game design documents and participated in splitting features into tasks
- Coaching new staff

Employment history

2004-2006 Optimera Web & Design - 3D Modeler

2006-2007 Ortega Publishing Australia - Salesperson

2008-2010 Freelancing web designer - Web Designer

2013-2014 Full Control ApS - Level Designer intern

About

Roles and Skills

- Agile Project Manager
- Scrum Master
- Product Owner
- Agile Coach
- Team Leader
- Business Analyst
- Requirement Analyst
- System Design
- Outsourcing Manager
- Quality Responsible

Sectors

- Games Industry
- IT

Methods/models

- Agile
- SCRUM
- Agile Requirement
- Pre studies
- Workshop facilitation
- User Experience
- Risk analysis
- Time estimation
- Staffing
- Budgeting
- Product rollout
- Coaching

Tools /Platforms

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

Projects

Game projects

- **Shape Up** (Android & iOS)
- **TBA** (Android & iOS)
- **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)
- **Altitude** (PC)

Educations

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