



Robin Wølkbjerring

GAME DESIGN · PROJECT MANAGEMENT · QUALITY ASSURANCE

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Profile

I have worked as a Game Producer (Project Manager + Release Manager) and QA Lead/Manager. I hold a Master's in IT, specializing in game design, user experience and project management. I am proficient in user research, agile development (SCRUM, Kanban) and leadership. Colleagues describe me as a warm and welcoming leader. I empower teams by fostering an environment where they can grow and tackle challenges confidently.

As a producer on a narrative-focused mobile game, I oversaw the weekly release of story content, collaborating closely with game directors, narrative designers, and artists.

As a QA Manager, I led a team of manual testers in Copenhagen and managed QA operations across global teams. I improved communication between teams and established cross-department channels for better collaboration. I also coached new hires and conducted interviews.

In my spare time, I am the game master for two tabletop RPG campaigns (Dungeons & Dragons and a space-themed RPG). I am also writing a high fantasy satirical novel about a halfling who haphazardly sets out to become the greatest adventurer.

Skills

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

Work Experience

Tactile Games

PRODUCER

Copenhagen

Sep. 2023 - Aug. 2024

- Producer and Release Manager on mobile game *Penny & Flo*.
- Responsible for planning game client releases.
- Supporting the game and story teams.
- Submitting to app stores.
- Producing the Penny & Flo story.
- Running team creating new game feature.
- Sprint planning.

Tactile Games

QA LEAD FOR MANUAL TESTERS

Copenhagen

Sep. 2021 - Aug. 2023

- Weekly Sprint Planning for manual QA.
- Managing Tactile Games' manual QA teams.
- Approving releases with producer.
- Primary hiring manager for QA in Copenhagen - Interviewing and testing candidates.
- Deciding on new hires in collaboration with recruiters.
- Onboarding of new hires.
- Writing and managing test cases.
- Writing documentation for QA.
- Collaborating with game programmer teams as well as cinematic story teams to ensure issues are prioritized and fixes are included with releases.
- Advising in workflow standardization across teams.

Tactile Games

Copenhagen

QA GAMES TESTER

Jul. 2020 - Aug. 2021

- I started as a Manual QA Games Tester on a larger team, but I took on the primary responsibility for testing on a new game release within the first 3 months.
- QA test on mobile games:
- Regression testing, Exploratory testing, Compatibility testing (related to software, hardware, mobile OS, Localization testing).
- Running test automation with Python.
- Writing some test automation with Python.

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.

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.

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.

Recommendations

Tactile Games

Copenhagen

TACTILE GAMES, PRODUCER AND QA LEAD/MANAGER BEFORE THAT

Jul. 2024

See LinkedIn profile for a list of publicly available recommendations:
<https://www.linkedin.com/in/robinwoelkbjerring/>

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.

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