

Åsa Roos

Curriculum Vitae

Experience:

2008-12-01 –

Movinto Fun AB

www.movintofun.com

Game Designer

Game Designer for the BodyBug® Movement Companion. Scrum master, webdesigner and designer of webbased communications.

2007-06-25 – 2008-11-30

Avalanche Studios

www.avalanchestudios.se

Game Designer

Game designer and scrum master. Spent one year working as game designer on a project that was cancelled and approximately 6 months as stand in lead/project manager for the World team in Just Cause 2.

Reference: Magnus Nedfors (magnus.nedfors@avalanchestudios.se)

2008-09 -23

Futuregames Academy

<http://www.futuregames.se>

Game design teacher

Game mechanics, cognitive science, level design and storytelling techniques.

Reference: Elisabeth Tegnér, Rasmus Hallberg

2008-01-31

U1 Creative Processes

Panelist

Creative processes in the games business.

Reference: Per Strömbäck, Ann-Sofie Sydow

2006-09-01 – 2007-06-22

Terraplay AB

www.terraplay.com

Content Manager/ User Interaction Designer

Content manager for all service providers, publishers and developers that use the Terraplay platform.

Reference: Pernilla Knutsson, pernilla.knutsson@terraplay.com

2006-12-13

Gotlands Högskola, Interaktiva Institutet

SuperMarit - Lucia Event Workshop

<http://www.supermarit.se>

Arbetsuppgifter: Workshop om konceptdesign och idéskapande

Reference: Annika O. Bergström, projektledare SuperMarit,

annika.obergstrom@supermarit.se

2006-09-19 - 2006-09-20

Nordic Game Conference '06

Workshop assistant, closing panel

Assisted Randy Smith together with Heather Kelley, Lev Ledit and Babsi

Lippe in a Game Design Workshop. Participant in the closing panel on the

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future of the nordic game business together with Susanne Möller, Babsi Lippe, Heather Kelley and Mary Flanagan

2004-10-08 – 2006-08-25

Sulake Labs Oy
www.sulake.com

Game Designer

Senior Game Designer on Habbo Islands in cooperation with Nokia.

Conceptdesigner in a number of projects.

Reference: Sampo Karjalainen, sampo@sulake.com

2006-01-30 -

RiotMinds

www.riotminds.com

Freelance writer for “Europa”, a module to the Götterdämmerung role-playing game.

2006-04-07 – 2006-04-09

Gotlands Högskola, Interaktiva Institutet

SuperMarit - Workshop

<http://www.supermarit.se>

Workshop together with Babsi Lippe and Jakob Berglund Rogert

Reference: Annika O. Bergström, annika.obergström@supermarit.se

2006-01-20

Skövde Högskola

<http://www.his.se>

Lectures on design documentation, project management and “on being a woman in the gaming business”

2004-12-11 – 2004-12-12

Gotlands Högskola, Interaktiva Institutet

SuperMarit - Workshop

Lecturing on concept design and workshop on the same subject.

<http://www.supermarit.se> (launch i Februari 2005)

Reference: Annika O. Bergström, project manager SuperMarit,
annika.obergström@supermarit.se

2004-08-04 – 2005-06-15

Portalens Gymnasium, Göteborg

Teaching Game Development and Production

2004 -03-30 – 2004-03-31

Game Maker, Arvika

Lecture on documentation and concept design

<http://www.gamemaker.nu/>

<http://www.changemaker.nu>

Reference: Beatrice Düring, Change Maker, bea@netg.se

2002-10-14 – 2004-03-19

UDS, Göteborg

Level designer for the X-Box game “the Kore Gang”

<http://www.uds.se>

Reference: Oskar Burman, Producent Kore, oskar.burman@uds.se

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2001-01-01 - 2002-06-30

Picofun AB, Lund

<http://www.picofun.com>

Game design, concept creation for new games, user interface standards for all games (SMS, WAP, GPRS, Java), user interface design

2000-06-13 - 2000-08-17

Ericsson Mobile Communications, Lund

Summer job - Research and development

Icon design, user interface design, icon handling and icon coordination, building icon database

1998-07-06 - 1999-06-01

Ericsson Mobile Communications

Internship - Product management and Research and Development

Icon design, user interface design, icon handling and icon coordination, building icon database

1999-08-19 - 1999-08-22

1999-01-21 - 1999-01-24

1998-08-13 - 1998-08-16

1998-01-15 - 1998-01-18

1997-08-17 - 1997-08-20

Interlam AB

Salesman, Formex

Demonstrating products and taking orders

1996-04

Lunds Universitet

Student assistant

Assist student with dyslexia

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Utbildning:

2007-09-25 - 2007-12-04

Silversmithing, Folkuniversitetet

2007-09-15 - 2007-12-08

Workshop, Novel & Short story, Skrivarverkstaden

2001-10-02 - 2001-10-04

Practical project management

1995-08-20 - 2001-05-16

Industrial design program, LTH, Lund

Courses:

Material and Construction

Form - theory and history

Graphical Design

Color and form

Written presentations

Image techniques

Design - Practical application

Light and sound

Product, humans and society

Product and society

Design Management

Acoustics

Theoretically applied design

Independent project

Internship (Ericsson Mobile Communications)

Master's thesis (Picofun AB)

Sommarkurs 1996

Japanese 10 p

1993-08-25 - 1995-05-24

Crafts, silversmithing, Hellidens Folkhögskola, Tidaholm

Subjects:

Silversmithing

Drawing

Photography

Modeling

Copper graphics

Painting techniques

CAD

Literature

Economics

Aquarelle

Exhibition design

1992-08-26 - 1993-05-26

Crafts, textile arts, Hellidens Folkhögskola, Tidaholm

Subjects:

Textile arts

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Lithography
Drawing
Photography
Modeling
Copper graphics
Painting techniques
CAD
Literature
Economics
Aquarelle
Exhibition design

1989 - 1992

Social sciences with aesthetic specialization, Vadsbo Gymnasium, Mariestad

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Other activities:

2009

- Participant in Tendens in the Swedish radio P1 in the series Women and children first.
(<http://www.sr.se/sida/artikel.aspx?programid=3381&artikel=3264355>)
- Debated the view on women in games at Second Opinion (Swedish only)
(<http://www.second-opinion.se/so/view/660>)
- Reviews and articles for the Swedish gaming magazine Fenix
- Lecture track Stockholms spelkonvent
- President of the Stockholms spelkonvent union

2008

- Medverkat som moderator på Future Design Days, om spel och arkitektur
(http://www.futuredesigndays.com/index.php?option=com_content&view=article&id=628&Itemid=152)
- Reviews and articles for the Swedish gaming magazine Fenix
- Vice-general Stockholms Spelkonvent
- Representative in Sveroks Förbundsstyrelse (the Swedish role-playing and conflict gaming union)

2007

- Named 10th most powerful woman in the Swedish gaming industry by it24.se (<http://www.idg.se/2.1085/1.103012> Swedish only)
- Reviews and articles for the Swedish gaming magazine Fenix
- Auction manager GothCon XXXI
- Lecture track Stockholms Spelkonvent

2006

- Section chief, role-playing GothCon XXX
- Article for RiotMinds "Sjukdomar i Götterdämmerung", published in Fenix.

2005

- Reviewing Gloom, Gloom expansion, Serenity and more for the Swedish gaming magazine Fenix.
- Game designer for "Space Ape" a private game project, 2D shooter
- Section chief, role-playing GothCon XXIX, Gothenburg
- Game designer for Space Ape, private project, 2D shooter game.

2004

- Arranged the scenario "X. Hartford Wales" at Sydcon, Malmö
- Section chief, role-playing GothCon XXVII, Gothenburg (1400 participants)

2002

- Arranged the scenario "interference" at GothCon, Gothenburg
- Arranged the scenario "Samhain" together with Beatrice Jensen at Borås Spelkonvent
- Arranged the scenario "interference" at SydCon, Malmö.

2001

- General for SydCon 10, Malmö (approx. 800 participants)
- Art Director SydCon 10
- Arranged the scenario "Daedalus Encounter" at GothCon, Gothenburg

2000

- Section chief, role-playing SydCon 9, Malmö (approx. 800 participants)

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- Graphical responsibility SydCon 9
- Arranged the scenario "Brödraskapet" at GothCon, Gothenburg
- 1999**
 - Section chief, role-playing SydCon 8, Malmö (approx. 700 participants)
 - Art Director 8
 - Section-chief, Emmis together with Magnus Mattisson
 - Arranged the scenario "Daedalus Encounter" at CalCon (Kalmar) and BovCon (Bara)
- 1998**
 - Arranged the scenario "Nexus" at SydCon, Malmö
- 1995
 - Crafts scholarship, Tidaholms kommun and Hellidens Folkhögskola
- 1993**
 - Accountant konsthantverkslinjens reseförening, Hellidens Folkhögskola
 - President of Tidaholms filmstudio
- 1992**
 - Taught CAD for the textilkonsthantverkslinjen
- 1991**
 - Actor, production assistant "Den Inbillade Sjuke", Vadsbo Gymnasium
- 1990**
 - Actor, production assistant "En Midsommarnattsdröm" Vadsbo Gymnasium