



# Work & Education

EXPERIENCE THROUGHOUT THE YEARS

## WORK EXPERIENCE

2014 - Present

### **KING**

PRODUCER (AGILE MASTER)

Got hired at King as one of 3 Producers, due to lack of work I took on establishing the Scrum framework, and forming teams around it.

Today I keep on with this and acting more or less as team coach and making sure we are on track with our products and teams. Running planning, retrospectives and events around the teams in order to achieve the most outcome and quality possible.

Awaiting is to take on the Producer role for one of the existing or coming titles.



2012 - 2014

### **BLACKBERRY**

UX Project Manager

Project Manager of Interaction Design and UI Graphics.

With the launch of Blackberry OS 10, I were responsible of all work regarding device apps, which from 10.1 and onwards also covered the Core OS.

Worked with OS 10, 10.1, 10.2 & 10.3, were a part of releasing all except 10.3. Devices that were a part of these releases are Z10, Q10, Z30, Passport and other.

Main assignments was to keep and both high and lowlevel planning through out our releases, as well as making sure we were able to switch around fast in order to meet updates and need to prevent workforce slowing down and losing track. Meet stakeholders and adapting best process to deliver each OS.



2006 - 2012

### **UBISOFT MASSIVE**

ART LEAD

Started at Massive as an modeler, moving on to be one of 2 texture artist, responsible for texture across the products.

Move on to helping out as Art Director when needed, leading on to Associate Art Lead, following being the main Art Lead shortly after.



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Responsible for high and low level planning, keeping our roadmap realistic and manageable, keeping track of visual and technical quality, as well as recruitment and HR responsibilities within the art team.

Been working on and releasing: World In Conflict, Far Cry 3 during my stay at Massive

2006

### **3D ARTIST**

REDLOOP

3D Generalist working on commercials with SVT, Sony Ericsson, TetraPak etc.

Including all from animating, modeling, shading, particles etc.



2008 - 2012

### **MAKEUPARTIST**

OWN COMPANY

After my education I started my own company focusing mainly on editorials and commercials.

During the years active I worked with clients like:

MAKEUPSTORE

NESTLÉ - ZOEGAS

TOPECO

FRANKDANDY SUPERWEAR LIAS

LANZA

GOLDWELL

SCA

### **EDUCATION**

**CERTIFIED SCRUM PRODUCT OWNER**

CRISP STHLM 2014



**CERTIFIED SCRUM MASTER**

CRISP STHLM - 2014



**INTERNATIONAL MARKETING**

BERGHS STHLM - 2010



**MAKEUP & HAIRSTYLIST**

MAKEUPSTUDION - 2008

**DIGITAL ARTIST**

BLEKINGE INSTITUTE OF TECHNOLOGY - 2004 - 2006



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# Cover Letter

A LITTLE MORE ABOUT ME ON A PERSONAL NOTE

**Hi!**

My name is Peter Diár Pettersson, 33 years old, working as a producer.

I currently reside at King, which is a company who produces casual games and are well know for their products at concepts such as Candy crush saga, Pet rescue saga and so on.

Up until today I 've been working as an Agile master making sure we got teams to strive for self organizing structure as well as looking at our daily routines such as planning meetings, stand ups and retrospectives.'

I began as an artist working mainly with textures, along this path I found there were improvements to be made to our daily work by improving pipeline, priorities and such, which led me into becoming an Art Lead an Art Director stand in at Massive Entertainment.

I've also been a part of steering committees and my tagline has always been; "Try to act as the union for my teams, making sure noise is kept outside if not in favor for the team to hear."

I care a lot for improving and trying out new ways of getting work done, and maintaining a good experience in our workplace.

It's not always as simple as it sounds though, but with failing fast and learn where to improve is something I got to always keep in mind when traveling onwards my professional career.

As a manager and producer I've been given great responsibilities and I am really thriving in having these factors in my daily tasks. I strive for being the manager who improves result and together as a team deliver strong and colorful results.

With great experience in graphics, fashion, technical development, and especially leadership, I see myself eager to take on each and every task whether it fits art or not. Key habits I have is to constantly learn new skills and areas, making sure I as a person is as versatile as possible, and the perfect fit whenever you need assistance.

I am often told I am very energetic and spread it to people around me. I like to keep a happy and loose environment with laughs and jokes, keeping a professional mindset and focus.

As a person I am very outgoing and work well both alone and in teams. I care a lot and enjoy getting to know my co-workers both professionally and privately.

I look forward to eventually having the pleasure of meeting you to give a more personal view of me and to hear more about you.

Best regards, Peter



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