



Work & Education

EXPERIENCE THROUGHOUT THE YEARS

WORK EXPERIENCE

2014 - Present

KING

PRODUCER (AGILE MASTER)

Started working as a Producer at King 2014, due to not yet any project started I took on a role as running Agile Methodologies.



Working with 2-3 team setting up Scrum; Planning, Retrospectives, Coaching and basic knowledge of how to work within Scrum.

Later 2014 this shifted and I've started working as a Producer for Brand, Community, Technical art and UI/UX.

Those were teams not yet implemented in the company structure of process and first milestone were to get those up and running, there after looking at the product and the reach they accomplished.

Besides this I ran the localization of Pet Rescue Saga and released the game on Korea Android, as well as iOS Korea and China.

When this were done I moved on to working on an so far unannounced project.

Within this project I'm Producer for the project at a whole.

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.



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UBISOFT MASSIVE
ART LEAD

2006 - 2012



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.

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

3D ARTIST
REDLOOP

2006



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, 35 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.

As a producer I look over the product at a whole, making sure always being aligned with stakeholders and teams. The four keys are plan, backlog, grooming and communication. At King I've also been working as an scrum 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 and Art Director stand in at Massive Entertainment.

I've 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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