

# CURRICULUM VITAE PROFILE

Klas Hammarström is ambitious, creative, geeky with deep technical understanding that performs best right in the thick of global game production.

## CURRENT/ PREVIOUS EMPLOYMENT

### **2019 – current Mojang Studios, Stockholm. Senior Production Manager**

Setting up and maintaining all development teams portfolio plans for the Stockholm Studio. Creating processes to support resources allocation according to our long term horizons (5 year plans). Acting as a glue between the leadership groups and discipline leads in the respective development teams. Develop and council decision making frameworks and supporting our agile coaches within the Production Organisation.

### **2014 – 2019 Toca Boca, Stockholm. Senior producer, direct reports**

Responsible for coordinating multiple teams over multiple departments and offices delivering 8 apps/digital toys over 4 years. The position included making priorities and balance the needs of the creative process and engaging in developing our overall working processes and methodology. Last but not least, I coach and motivate individuals and teams on a daily basis.

### **2012 – 2014 Mobiento, Stockholm. Project Tech Lead**

As a project tech lead I created specifications, handled day-to-day agile development with cross competence teams including developers, interaction and graphical designers in mobile projects like applications for iOS, Android and Windows phone, responsive web and messaging.

## EDUCATION

### **2010 – 2011 Videoplaza, Stockholm. Master Thesis**

How the user proficiency affects the perception of advertising in Web TV.

### **2006 – 2011 KTH, Stockholm. Master of Science in Media Technology**

Master of Science in Media Technology with specialisation in human- computer interaction and image and video technology.

### **2002 – 2005 Njudungsgymnasiet, Vetlanda. Upper secondary school**

Science program with with specialisation on mathematics and computer science.

# RELEVANT PROJECT EXPERIENCE

## **2019 - 2020 Gates Process, Mojang Studios**

Codeveloped, internally introduced and maintained a gates/funding process for our 13 internal programs/games to support the leadership team with strategic decisions regarding incubation/concept/production/launch of new initiatives.

## **2017 - 2018 Steering/Creative Group Management, Toca Boca**

Developed processes and supported both of the management groups within the Toca Life IP. This included strategic decisions and proposals, creative decisions and alignment of existing projects and new initiatives.

# DIGITAL EXPERIENCE

## **Program/project management**

Works daily with MS suite and Google apps. Task management in ADO/JIRA Trello/Asana and Github. Documentation in ADO/Atlassian confluence. Is GAIQ certified and has specified advanced implementations in multiple projects. Specifications and management tasks within both Unity3d and Jenkins.

## **Visual creation**

Works daily with with presentations and visual specifications. Extensive experience in Keynote, PowerPoint, OmniGraffle and Illustrator, and knowledge in Premiere and Photoshop/Lightroom.

# LANGUAGE SKILLS

Fluent in Swedish and English speech and writing.  
High school knowledge of German speech and writing.

# OTHER

Holds a Swedish driving licences typ A and B.  
References is available upon request.