

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. Executive Producer

Leading our passionate cross-functional Internal New Games teams crafting incredible experiences for players around the world. Setting the product vision and strategy in alignment with Creative Direction as well as owning budget and staffing needs. Tie breaker on the strategic leadership and manager for the Production Organization.

2014 – 2019, Toca Boca, Stockholm. Senior producer, direct

Responsible for coordinating multiple teams over multiple departments and offices delivering 8 apps/digital toys over 5 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 coached individuals and teams on a daily basis.

2012 – 2014, Mobiento, Stockholm. Project Tech Lead

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 specialization in human-computer interaction and image and video technology.

2002 – 200, Njudungsgymnasiet, Vetlanda. Upper secondary school

Science program with with specialization 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 SharePoint/Atlassian confluence. Is GAIQ certified and has specified advanced implementations in multiple projects. Specifications and management tasks within both Unreal and Unity.

Visual creation

Works daily with with presentations and visual specifications. Extensive experience in Keynote, PowerPoint 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.