

# Robin Hjelte

Game design, project lead and business development

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## CURRENT EMPLOYMENT

### **Forgotten Key** — *Co-founder, CEO and Game Director*

November 2011 - PRESENT

Founded the studio and have worked with everything from business development, raising VC and creative leadership to hands on game design, scripting, story writing and implementation.

I have also been to many events around the world for pitching, business meetings, press presentations, showcasing our games and participating in panels or giving talks. Shows I have attended includes GDC, Gamescom, Casual Connect, Nordic Game Conference, Digital Dragons etc.

## PROJECTS

### **Vind** — *Open world adventure game (unannounced and ongoing)*

A story driven open world adventure game with a great flight mechanic and system based gameplay. My role in the project is mainly as Game Director leading the director- and the design teams.

Participated in building and pitching demo's for publisher showcase. Current phase is pre-production.

### **Secret Game Project** — *With Bandai Namco (unannounced)*

Worked as Game Director through initial stages of a secret project in a collaboration between Bandai Namco and Forgotten Key. I also worked on negotiating and closing the deal.

### **Down the Well** — *Tend and befriend adventure game inspired by Scandinavian folklore (unannounced)*

A story driven base builder and stealth adventure game set in a dark underworld inspired by Scandinavian folklore, where progression comes from making friends and building alliances.

My role in the project was as Game Director, as well as responsible for pitching to publishers.

Game went through most of pre-production and then paused. Partly funded through Vinnova where I wrote application and reports.



## AWARDS AND ACHIEVEMENTS

**IGF 2018** Honorable mention for Excellence in art, AER Memories of Old

**SXSW 2018** Nomination to Audience Choice, AER Memories of Old

**Gamescom Awards 2017** Nomination for Best Indie Game, AER Memories of Old

**Aggie Awards 2017** Winner of Best Animation, AER Memories of Old

**IndieCade Selection 2016** AER Memories of Old

**Game Concept Challenge 2013** Winner, AER Memories of Old

**Game Concept Challenge 2012** Winner, BLANCO

**Game Concept Challenge 2011** Winner, The Shine of a Star

## LANGUAGES

Swedish, native language

English, fluent

Japanese, beginner

## **AER Memories of Old** — *Poetic exploration adventure game (Released in October 2017 on PC, Mac, Linux, XBOne and PS4)*

An open world flight exploration game in vibrant low poly art with ambient dreamy music. My role in the project was as project manager, game designer and story writer. Duties included creative direction, story writing, implementation in the engine, as well as communication with publisher and leading sales activities up to signed publisher deal.

Worked with the publisher Daedalic Entertainment during the game's development. See more about the game [here](#).

## **The Shine of a Star** — *Small point and click adventure (First commercial game released for PC in January 2012)*

Mine and Forgotten Key's first game release! A small point and click adventure about a star that fell from the sky. Didn't make us rich, but got some neat reviews. I made everything except graphics and audio.

### **PREVIOUS WORK EXPERIENCE AND EMPLOYMENTS**

#### **Blekinge Institute of Technology** — *Lecturer*

November 2018 - December 2018

Planning lectures and teaching game design and project management to students at the Digital Games' program.

#### **Blekinge Institute of Technology** — *Lecturer*

October 2014 - November 2014

Planning lectures and teaching game design and basic scripting to students at the Digital Games' program.

#### **Blekinge Institute of Technology** — *Lecturer*

October 2013 - November 2013

Planning lectures and teaching game design and basic scripting to students at the Digital Games' program.

#### **Various** — *Substitute teacher and personal tutor*

September 2010 - June 2013

Occasionally helped out as a substitute teacher and sometimes as a personal tutor as extra work on the side of studies at Blekinge Institute of Technology. Employers include Karlshamn's municipality and privately held tutoring companies.

### **SKILLS**

Game design

Creative direction

Game writing

Game production  
Project management (understanding of agile methodology and tools)  
Budgeting  
Business Development  
Raising venture capital  
Applying for governmental funding and support  
Public speaking and press presentation  
Excellent communication skills  
Technical understanding of all steps of game development  
Deep understanding of a game's development process

## SOFTWARE

Microsoft Office suite (especially Word, Excel and Power Point)  
Libre Office / Open Office suite  
Unity  
Game Maker  
C# scripting  
Git (visual interface)  
Hansoft  
Taiga

## EDUCATION

### **Blekinge Institute of Technology, Karlshamn — *Bachelor's degree in Media Technology: Digital Games***

September 2010 - June 2013

Focused on Game Design, and participated in about 15 game projects from start to finish. Wrote my thesis with Cajsa Larsson (another founder for Forgotten Key) about our ideas around Aesthetic Effectiveness, a methodology to build cohesive and focused game experiences.

### **Himmelstalundsgymnasiet (High School), Norrköping — *High school diploma in gardening and natural science***

September 2007 - June 2010

Gardening High School, focus on horticulture and cultivation of vegetables and fruits. Focused on Natural Science during the full last year. Spent 3 weeks in Japan as a delegate from the school in the starting phase of an exchange program with one of the most prestigious high schools in Sapporo, Hokkaido.

## PERSONAL PROJECTS AND SIDE INTERESTS

### **Aikido**

I have practiced aikido since 2010, with some breaks due to intensive periods with lots of work. I practice 3 evenings per week and lead a class every other week. I am also Karlshman's aikido club's treasurer.

## **Reading and writing**

I read a bunch (everything from fantasy to philosophy), and occasionally dabble in writing, including pen-and-paper RPG adventures, blog posts on game design, and my own stories that I hope to expand on in the future.