

Robin Hjelte

Producer, Game Design, and Business Development

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MOST IMPORTANT EMPLOYMENT HISTORY

On the Outskirts — Co-founder and CEO

March 2019 - PRESENT

Company set up by me and another founder of Forgotten Key to administer IP rights acquired from Forgotten Key.

My responsibilities are as CEO and business developer. Outside of licensing, no other business is conducted in the company right now.

Forgotten Key — Co-founder, CEO and Game Director

November 2011 - February 2019

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.

RELEASED PROJECTS

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

August 2013 - October 2017

An open world flight exploration game in vibrant low poly art with ambient dreamy music.

My role in the project was as Producer, Game Designer and Story Writer, as well as responsible for sales and publisher relations.

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

The Shine of a Star — Small point and click adventure (Released for PC in January 2012)

April 2011 - August 2011

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.



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

CANCELLED PROJECTS

Vind — Open world adventure game (Demo released)

April 2018 - November 2018

A system based, story driven, open world adventure game with a great flight mechanic.

My role in the project was as Producer and Game Director.

Participated in building and pitching demo's for publisher showcase. The demo is released [here](#).

Secret Game Project — With Bandai Namco (unannounced)

May 2017 - November 2017

Worked as Game Director through initial stages of a secret larger scale project in a collaboration between Bandai Namco and Forgotten Key.

I also worked on pitching, negotiating and closing the deal.

Down the Well — Tend and befriend adventure game inspired by Scandinavian folklore (Demo released)

May 2017 - March 2018

A stealth adventure game set in a dark underworld inspired by Scandinavian folklore, where progression comes from making friends.

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

Partly funded through Vinnova (Swedish agency for state funding for research and development) where I wrote application and reports. The demo is available [here](#).

PREVIOUS WORK EXPERIENCE AND EMPLOYMENTS

Blekinge Institute of Technology — Lecturer

October 2013 - December 2018

Occasionally consulted to plan lectures and teach game design and project management to students at the Digital Games' program.

EDUCATION

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

September 2010 - June 2013

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

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

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.

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.