



## Personal Information

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## Work Experience

- 2017.2 – Onward **Founder, TopJobsMalta.com, Malta**  
I developed and run a local Maltese online job posting platform, that automatically post on several online social platforms when a job listing is submitted.
- 2016.2 – Onward **UI/UX Tester, European Entertainment Ltd, Malta**  
Responsible of testing and reporting issues related to EEL online casino brands. I'm also involved in the design process of older and new EEL online casino brands.
- 2015.3 – 2015.11 **Creative Producer, Freelance, PlayMagic, Malta**  
Responsible for managing game development team, planning and executing production, game design and creative coordination.
- 2014.4 – 2016.3 **Head of business development, HelloMalta.net, Malta**  
I'm the founder and head of business for several websites based in Malta. I'm responsible for marketing, SEO, advertisement management, business strategy and development, Project management, customer support, communication with partners etc.
- 2012.5 - 2014.2 **Software tester, Bigpoint, Malta**  
Worked as Software tester for one of Germany's biggest game developers. I was Responsible for locating design flaws and software bugs, preparing test cases and executing test on BigPoint's online game products. On the side of things, I also helped redesign game concepts.
- 2011.6 - 2013.2 **Founder of LionRaid Studios, Gothenburg, Sweden**  
LionRaid Studios was a side gig that offers flash game developers the tools to convert, adapt, market, and sell their game on iStore and Android market. I work with business development, project management and marketing.
- 2010.3 - 2010.8 **Software tester - internship at Starbreeze studios, Uppsala, Sweden**  
I worked in the QA department during a five months period at one of Sweden's leading game development companies. My tasks were to find bugs and design flaws, focus testing with target audience and participate in design meetings. More about my time at Starbreeze studios can be found in my blog: [Starbreeze internship report](#).
- 2009.7 - 2009.9 **Game designer at Idekompaniet, Stockholm, Sweden**  
Idekompaniet work with creating brand enhancing products such as; giveaways and games. I worked as a game designer for one of their game projects. We created during the project, a portable card/board game for families on holiday flights. Idekompaniet has the game as a product in its range to offer to customers (e.g. Finnair).



## Work Experience

2009.5 - 2009.7

### **Game designer at Slottsskogen, Gothenburg, Sweden**

I along with a team created a customized analog game for Slottsskogen (a park in Gothenburg). Our mission was to create a game for the target group 60-70 year old women, and solve the problem of making the parks hidden sight more exposed.

2009.2 - 2009.5

### **Assistant game designer at Omnigame, Gothenburg, Sweden**

During my work at Omnigame, I was involved in creating a role-playing game called "Save the firm". "Save the firm" is an entertaining role-playing game that takes place on a poorly organized staff meeting. The game's purpose was to create as much conflict as possible, and afterwards have a discussion. During the discussion, we talk about the conflicts that aroused during the game, and inform the participants on conflict resolution.

2009.1 - 2009.2

### **Game designer for "Tellus 2" demo game, Gothenburg, Sweden**

Tellus 2 is an EU-role-playing game, created to be played together with your school class. The players create and govern an imaginary country, and interact with other countries. Together with colleague Robert Wagman, we created a game demo that was played by investors during the games pitch.



## **Education**

- 2008-2010      **Projektledning inriktning spel, Gothenburg, Sweden**  
*This is a bachelor education, with orientation in game design, project management, leadership and marketing.*
- 2006            **100-satsningen at Eductus, Gothenburg, Sweden**  
This is a competence and marketing course.
- 2003-2006     **IT-Gymnasiet, Gothenburg, Sweden**  
3 years of upper secondary school, with orientation in IT.
- 2015            **Web Marketing, STC, Malta**  
This is a online marketing course that cover marketing through Social media, SEO, Key word optimization, Affiliation marketing, Email marketing etc.

## **Degrees & Certification**

- 2010.8         **Project management & Game Design, Bachelor degree, Sweden**  
Bachelor degree in traditional project management, Game Design and game development.
- 2009.5         **Scrum project management methodology, Certification, Sweden**  
Certified in planning and running projects in Scrum project management methodology.
- 2009.5         **Lean production methodology, Certification, Sweden**  
Certified in planning and running projects in Lean production methodology.
- 2015.4         **Web marketing, Certification, Malta**  
Certified in online marketing (SEO, Email marketing, Social Marketing etc.)

## **Linguistics**

Native language:    Swedish, Serbo-Croatian

Fluently:             English



**Computer & Software**

- Microsoft office package (Words, Excel, Power point, Outlook)
- Computer OS (PC, Mac)
- Mobile OS (Android, iOS)
  
- MySQL database
  
- Balsamiq Mockups (UX mockup software)
- Adobe Photoshop
- CyberLink PowerDirector (Video editing software)
- Unity 3D
  
- Jira (Bug tracking software)
- Teamwork (Project management tool)
- Trello (Project management tool)
- Hansoft (Bug tracking software)
  
- SmartSVN
- Confluence (Internal encyclopedia software)
  
- Basic programing knowledge (C++, HTML, PHP)
- Basic 3D-modeling skills
- Basic sound design skills

**Other Skills**

- Very good computer knowledge (hardware, software, network)
- Very good documentation skills
- Game design & development
- Software design & development
- Web design & development
- Interaction Design (UI/UX design)
- QA/Software testing
- Customer support (phone, email, chat)
- Project management (Traditional project management, SCRUM)
- Marketing (Traditional marketing, Online marketing, SEO)
- Product development
- Entrepreneurship
- Creative & resourceful

**Commercial games I have worked on**

<b>Commercial games</b>	<b>Platform</b>	<b>Company</b>	<b>My position</b>
Rambo - The Mobile game	iOS, Android	PlayMagic ltd	Assistant developer
The world of Gumball - Racing,	iOS, Android	PlayMagic ltd, Cartoon Network	Game Designer
Beasty Karts	iOS, Android	PlayMagic ltd, Vtree Entertainment	Creative Producer, Game Designer
Beasty Skaters	iOS, Android	PlayMagic ltd Vtree Entertainment	Creative Producer
Crash Dummy	PC	PlayMagic ltd	Creative Producer, Level Designer
Cold War	PC	PlayMagic ltd	Creative Producer
Dead Motion	PC	PlayMagic ltd Tobii	Creative Producer
Syndicate	PC, Xbox 360, PS3	Starbreeze, EA Games	QA - Tester
Game of Thrones - MMO	Browser	Bigpoint	QA - Tester
Drakensang Online	Browser	Bigpoint	QA - Tester
Shards of War	Browser	Bigpoint	QA - Tester
Battle Star Galactica - Online	Browser	Bigpoint	QA - Tester
Seafight	Browser	Bigpoint	QA - Tester
Piratestorm - Death or Glory	Browser	Bigpoint	QA - Tester
SkyRama	Browser	Bigpoint	QA - Tester
Rising Cities	Browser	Bigpoint	QA - Tester
Dark Orbit	Browser	Bigpoint	QA - Tester
Farmerama	Browser	Bigpoint	QA - Tester
Ice Age Online	Browser	Bigpoint	QA - Tester
Universal Monsters	Browser	Bigpoint	QA - Tester