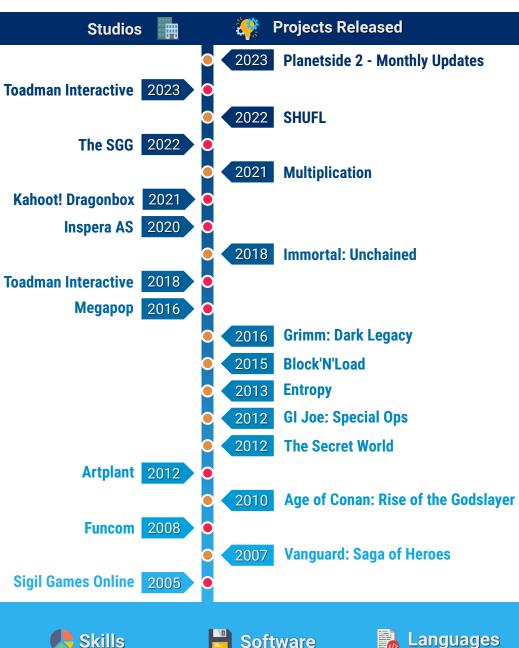
Peter Rocchio Jr.

Designer

A digital designer with 19 years of experience with games and digital products. I have a wide range of experience with all aspects of design including; UX, writing, gameplay systems, data analysis, monetization, and tools development.

My natural aptitude for quickly analyzing large systems, identifying their core problems, and specifying discrete solutions makes me suitable for an array of design roles.











Software









Oslo, Norway Education Information Systems Sciences Salve Regina University Bachelor of Arts 2000-2004 **Natural Languages Interests**













Kristiania University College **Guest Lecturer**



Oslo, Norway October 2023 - Present

■ Guest Lecturer for on multiplayer design for the Design Program

Toadman Interactive Creative Director / Lead Designer



Oslo, Norway February 2023 - Present

■ Creative Director for Planetside 2

The Social Gaming Group Games Producer



Oslo, Norway

February 2022 – January 2023

- Producer and Product Manager for TSGG's integrated games; Oche & Shufl
- Support development team by providing user stories, designs, requirements, outsourcing support
- Create task lists, follow up on deliverables, shape product development strategies based on business goals

Kahoot! Dragonbox Lead Game Designer





Oslo, Norway February 2021 - February 2022

- Lead Game Designer on Educational (Mathematics & Reading) games
 - Guide & Manage project team while setting design direction and production goals

Inspera AS



Oslo, Norway

August 2020 - February 2021

- Product Designer working within the R&D team on the Inspera Digital Examination Platform
- Generated service designs, workflows, and UI mockups. In-house accessibility expert after identifying need

Toadman Interactive Senior Designer



Oslo, Norway

February 2018 - October 2019

- Systems Design specialist for released Immortal: Unchained
- Lead Designer on **Parsec** (as Artplant)

Megapop AS Senior Designer



Oslo, Norway

November 2016 - February 2018

- Senior Designer on Trolls vs. Vikings
- Primarily responsible for systems and monetization design
- Design consultant on external projects; user requirement acquisition, app flow logic, and detailed wire-framing

Artplant AS Senior Designer



Oslo, Norway

January 2012 - December 2016

- Lead Designer on Shipped Games; GI Joe:Special Ops, Block'n'Load, and Grimm:Dark Origins
- General systems design, content production, and code support in Unity
- Design Lead on the development and documentation of in-house design tools

Funcom Oslo AS Gameplay Designer



Oslo, Norway

August 2008 - December 2011

- Shipped Age of Conan: Rise of the Godslayer
- Development and maintenance of Live content including story-lines, quests and world population
- Concept, design and implementation of dungeons and raid content including itemization

Exnihilo, Inc **User Interface Developer**



Providence, RI

May 2007 - July 2008

- Implementation of HTML, XML, XSLT, CSS, Javascript, Perl, and PHP
- Interfaced with clients on a daily basis with responsibility for maintenance

Sigil Games Online, Inc **Game Designer**



San Diego, CA June 2005 - April 2007

- Shipped Vanguard: Saga of Heroes (MMORPG)
- Responsible for the concept and execution of quests, encounters, population, quest system & tools