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.

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Studios 🏢

Studio	Year
Toadman Interactive	2023
The SGG	2022
Kahoot! Dragonbox	2021
Inspera AS	2020
Toadman Interactive	2018
Megapop	2016
Artplant	2012
Funcom	2008
Sigil Games Online	2005

💡 Projects Released

Year	Project
2023	Planetside 2 - Monthly Updates
2022	SHUFL
2021	Multiplication
2018	Immortal: Unchained
2016	Grimm: Dark Legacy
2015	Block'N'Load
2013	Entropy
2012	GI Joe: Special Ops
2012	The Secret World
2010	Age of Conan: Rise of the Godslayer
2007	Vanguard: Saga of Heroes

Education

Information Systems Sciences

Salve Regina University
Bachelor of Arts
2000-2004

Natural Languages

🇺🇸 Native

🇳🇴 B2

Interests

🥧 Skills

- UX Design
- Technical Writing
- Project Management

💾 Software

- Unity
- Godot
- Figma
- Jira

📄 Languages

- Javascript
- JSON
- CSS
- C#

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
Product Designer
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