


Daniel Tvete

Mobile Game Designer

Passionate about crafting game experiences

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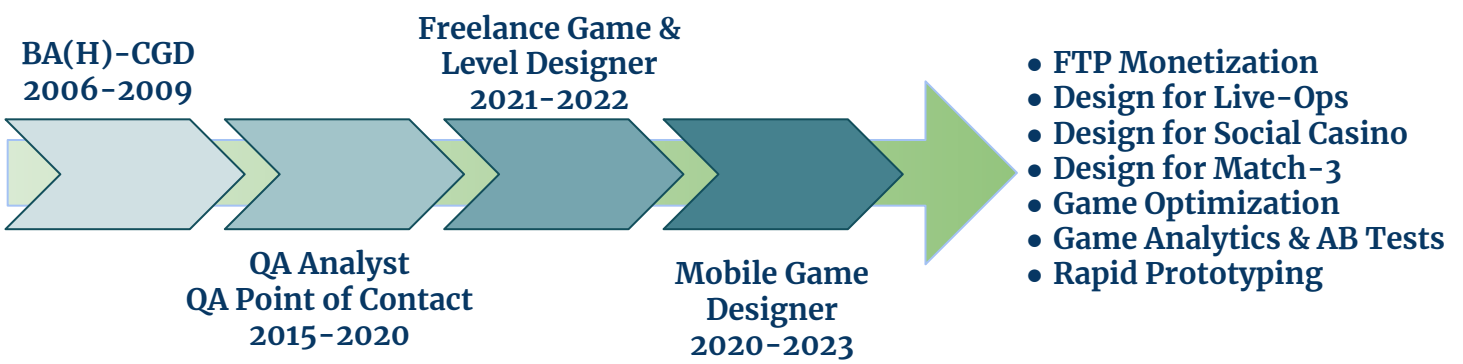
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Career Summary



Project Summary

TBA

Unannounced Project

- Arcade/ Social Casino
- Worked 2021-2023

Rumble Match

- Match-3
- 4.4 Rating
- Worked 2021-2022

Shark Tank Tycoon

- Idle Clicker
- 3.9 Rating
- 1M+ Downloads
- Worked 2020-2021

Coin Dozer: Sweepstakes

- Arcade/Casino
- 4.4 Rating
- 150M+ Downloads
- Worked 2020-2021

Skills & Proficiencies

- Unity Engine
- Unreal 5 + Blueprint
- Google Suite
- Atlassian (Jira, Confluence)
- Notion
- Jenkins
- Scrum & Agile work environment
- Leanplum
- Unity Gaming Services
- DeltaDNA
- Adobe Creative Suite
- 3D Studio Max
- Prototyping using Figma
- Prototyping using GML



Languages:

Fluently written & verbal

- English
- Norwegian

Competent written & verbal

- Danish
- Swedish

Experience

Mobile Game Designer – Game Circus LLC, Addison TX

May 2020 – June 2023

- Designed and implemented **Live-Ops** and **meta-systems** for an unannounced Social Casino game.
- Designed and implemented **game-agnostic and fully customizable popup, ad and monetization system** that controls when and where popups, IAPs and Offers can appear for Game Circus.
- Performed extensive research into competitive social casino games to help deliver improvements that **increased the FTUE survival rate by over 15%** during soft launch for an unannounced Social Casino game.
- Designed and implemented Coin Dozer: Sweepstakes' **Season Pass system** expanding the game's revenue source.
- Rebalanced all of Coin Dozer: Sweepstakes' Seasonal Events with the implementation of Seasonal Pass.
- Designed game and data spreadsheets, and co-designing the entrepreneur mini-game for Shark Tank Tycoon.
- Designed Shark Tank Tycoon's VIP feature.
- **Explored and pioneered Rapid Prototyping** for Game Circus in a design role in a 4-person team, creating multiple rapid prototypes within 12 weeks, spanning genres including Merge-2, Merge-TD, Action Shooter, and AR Simulation.
- Created, started and closed AB tests, creating data funnels and analyzing game KPI's via Leanplum, DeltaDNA, Unity Gaming Services, Sensor Tower and App Annie

Freelance Game & Level Designer – Project Flight School LLC, Dallas TX

November 2021 – June 2022

- Designed and rebalanced over **120 unique levels** for Rumble Match
- Provided feedback and improvements for an unannounced puzzle game

Quality Assurance Analyst – Game Circus LLC, Addison TX

March 2015 – May 2020

- Acted as a QA Point of Contact, **leading 6-8 QA members on over 6 game projects**
- Discovered and documented over **2000 bugs and improvements** in Jira
- Writing test plans and performance & compatibility plans for over 6 game projects
- Provided game feedback and improvements directly to the development team

Education & Training

Lean Six Sigma - Yellow Belt
December 2019

BA (Hons) Computer Games Design – University of Teesside, Middlesbrough England
September 2008 – May 2009

3D Games Design – Noroff Instituttet, Kristiansand Norway
August 2007 – May 2008

3D Design & Animation – Noroff Instituttet, Fredrikstad Norway
August 2006 – May 2007