

Michael Rud Jakobsen

Senior Game Producer

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SHIPPED GAMES

Successor · 2025 · Playwood
Wartile · 2018–2020 · Playwood
HITMAN · 2016 · IO Interactive
Kane & Lynch 2 · 2010 · IO Interactive

Senior Game Producer with 20+ years across AAA and indie development. After working on HITMAN and Kane & Lynch 2 at IO Interactive, I founded a small indie studio and ran it for 11 years, producing two commercial PC games, Wartile and Successor, through Steam Early Access to 1.0 and post-launch content. I'm now looking for a more focused role with an established team and a strong vision, where I can contribute with ownership, structure, and momentum.

AREAS OF EXPERTISE

- Project management
- Agile: Scrum · Kanban
- Sprint planning
- Retrospectives
- Cross-functional team leadership
- Milestone delivery
- Early Access & post-launch content
- Team mentoring
- Backlog management
- Communication & coordination
- Budget, burn rates & cost tracking
- Pitching & presentation

TOOLS

- | | |
|-------------------|---|
| Engine | Unreal Engine 5 + Blueprints |
| Production | Jira, Confluence, GitHub, Fork, Perforce, Trello, Miro, Microsoft Excel, Steamworks |
| Other | Adobe Photoshop, Adobe Premiere Pro, Claude |

EXPERIENCE

Founder & Game Producer

May 2014 – Jan 2026

Playwood Project, Copenhagen · Wartile & Successor

PRODUCTION & RELEASE

- Founded Playwood Project and produced Wartile and Successor** on \$1M+ budgets, releasing across PC, PlayStation, Xbox, Nintendo, Tilt Five AR and Meta Quest VR.
- Ran Wartile and Successor through Steam Early Access to 1.0 and beyond**, scheduling and shipping 29+ patches and 28+ content updates, including a DLC for Wartile.
- Managed the release process for both games**, coordinating store pages, build and depot management, and marketing beats with the team, publishers and partners.
- Built roadmaps and submission schedules** with team leads, cutting or delaying features when schedules slipped or the technology fell short, to keep the Quest release and the Steam 1.0 on track.
- Ran day-to-day sprints and refined production processes**, moving static documentation from Confluence to live Miro boards and replacing standups with lightweight daily check-ins to keep the team's creative momentum.

PLAYERS & COMMUNITY

- Set up playtests and feedback loops for the team**, running in-house sessions and collecting 1,000+ player responses from Steam playtests through Google Forms, which we turned into scope decisions.
- Grew the Wartile and Successor communities**, writing 132 Steam news posts for 30K followers and 2,400+ social posts across X, Facebook, Instagram, YouTube and Discord, reaching 6K+ followers.

PLATFORMS, TECH & QUALITY

- Led the PC-to-VR port of Successor for Meta Quest**, restructuring pipeline and workflows mid-production for Android hardware, and adapting controls, UI and audio for VR.
- Led a 7-week QA effort for Meta Quest** that ended in approval on the Meta Quest Store, and supported PlayStation, Xbox and Nintendo readiness with Deck13 for Wartile.
- Used AI in production during the Quest port**, analysing crash logs and Unreal performance captures and generating code fixes, which helped the team find and solve bugs faster.
- Contributed hands-on to gameplay prototypes**, including combat, character and enemy systems, and level design with Unreal Engine 5 blueprints.

Playwood Project, continued

PARTNERS, FUNDING & STUDIO

- **Coordinated remote and external partners**, including co-development studios, outsource vendors and publishers, and scheduled quality gates across time zones.
- **Negotiated publisher deals with Deck13 and Oculus Publishing**, and reported progress and risk to publishers and investors throughout development.
- **Raised \$1M+ in investment and grants**, building the project budgets, forecasts, business cases and pitch material behind each round.
- **Ran the studio's operations**, including hiring, salaries and contracts, office, budgets and bookkeeping for a cross-disciplinary team of 5–7.

Game Designer / Lead Designer (2012–2013)

Sep 2010 – Mar 2014

IO Interactive, Copenhagen · AAA title HITMAN (2016) · budget around \$50M · team of around 170

- **Managed the game design backlog and supervised a team of 4–5 game designers**, and coordinated feature delivery with leads, producers, and the game director across milestones.
- **As Product Owner, designed systems and features for economy & progression** covering equipment, gadgets, intel, and upgrades, designed toward a live-service model.
- **Facilitated comprehensive playtesting with User Research**, including on-site sessions in the US with North American audiences, and synthesized feedback into actionable design improvements.
- **Prototyped missions and levels** with a strong focus on player agency, systemic gameplay, and replayability, collaborating closely with cross-disciplinary teams.

Environment Artist
Sep 2008 – Sep 2010
IO Interactive, Copenhagen · AAA title Kane & Lynch 2 (2010) · budget around \$23M · team of around 150
Prepared levels with set dressing and art outsourcing, ensuring assets and layouts were production-ready.

Environment Artist / Lead Env Artist
Aug 2004 – May 2008
ZeitGuyz, Copenhagen · Recoil: Retrograde (cancelled)

- **Supervised a team of 3–4 artists**, managing workflows, pipelines, and quality standards to ensure consistent output across levels.
- **Contributed environment art and level design** across multiple stages of production, translating the project's visual direction into cohesive in-game environments.

EDUCATION	TEACHING & MENTORSHIP	LANGUAGES
Master's Degree, Digital Design Danish Design School, Copenhagen · 1998–2003 Specialised in Game Design. BA in Ceramics and Glass, 2001. Business School HHX, Ballerup 1991–1994 · Three-year business-focused upper secondary education	• Guest teacher and mentor at DADIU (National Academy of Digital Interactive Entertainment) • Delivered guest lectures introducing game development to students (5th–9th grade)	Danish Native English Fluent, written & spoken