

Berlin Team Bios

Wilhelm Österberg (SWE)

Studio GM & Game Producer

11 years industry experience

Formerly Head of Studio at Wooga and Black Anvil (Wooga's mid-core initiative)

Has been a central part of Wooga's journey from 20 to 300+ employees

Has led, managed and reviewed 20+ game projects

Previous roles include game designer, balancer, development director, producer and product lead

Previous experience from DICE, Avalanche studios, Pixelknights

Martin Ruiz (ARG)

Lead Client Developer

11 years experience in software development, 8 years in games industry and 7 years as lead

Formerly Lead developer on Warlords at Wooga's Black Anvil

Extensive experience in social & casual games

Previous positions at EA, Playdom, Vostu

Damon Rayner (AUS)

Technical Artist

16 years industry experience

Formerly Lead technical artist at Wooga's Black Anvil

Wide set of roles in the past, with extensive global experience from over a dozen game projects and also film and TV; including art direction, art mgmt, hands-on 3D art and other leadership roles

Previous experience includes SCEE, Krome, Criterion

Raimund Fiedler (GER)

Lead Server Developer

12+ years server development experience, 5 years game industry experience

Formerly Lead Backend Engineer at Wooga's Black Anvil

Early employee at Wooga with a key role in building up the backend team and expertise of the company



Previous experience from Jamba, Smava

Silver Saaremäel (EST)

Art Director

8 years industry experience

Formerly Studio Art Director for Wooga's Black Anvil

Inspiring art leader with great sense for the balance between freedom and creativity versus strong direction and clear vision

Previous experience from Crytek, Jagex and multiple companies as freelance illustrator, including Fantasy Flight Games and Digital Chocolate

Kaija Rudkiewicz (POL)

Senior Game Artist

8 years industry experience

Formerly Senior Game Artist at Wooga's Black Anvil

Expert character artist

Previous experience from Crytek, Jagex and multiple companies as freelance illustrator, including Fantasy Flight Games

Francesco Tosato (ITA)

Game Designer

6 years industry experience

Formerly Product lead at Wooga's Black Anvil

Worked on 6 game projects at Wooga in all phases of development and in varying capacities

Prototyping expert with extreme proficiency and velocity in hands-on prototype development

