

DENNIS BAGSTEVOLD

About me

I'm a social and organised 29 year old who's currently searching for job opportunities! I've gathered a wide variety of marketing experience in **community management**, **esports**, **game dev**, **diversity initiatives** and **content creation**. I have knowledge of handling work-related digital tools and have no problem learning any new software. I'm drawn to leadership assignments both from my education, work and my spare time. I'm outgoing and consider myself to adapt new assignments with minimal effort.



Taking responsibility is for me very natural and something that I like doing!

If there's anything more you'd like to know about me I'm available through the contact information below!

Skills



Project Management

Content Design

Agile Methods

Video Editing

Copywriting

Organic Marketing

Social Platforms

Paid Marketing

Swedish

English

Japanese

Hobbies

Esports

Cycling

Streaming

Education

Södertörns University

University, Bachelor's Degree

Media Technology - Game Design and Project Management

August 2013 - June 2016

A program where I learned the basics of game design and the different processes within game development within group projects. We mainly used Unity and C# in the practical projects. The program also included writing academic reports and learning how to critically analyze games.

John Bauer

High School

IT & Media, Photography

August 2010 - May 2013

Education involving graphical production, such as photography & film, photography retouching and editorial writing.

CONTACT INFORMATION

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EXPERIENCE

Current Assignments

King (Activision Blizzard King)

Community Manager

September 2023 - Present

Community manager for mobile games and beta testing. Mainly focusing on the community platform, but also on internal communications and social media content.

Previous Assignments

Resolution Games

Lead Community Manager

March 2021 - May 2023

In charge of community and content strategy for VR/AR Games. Working with **community management**, social & marketing campaigns, content and **esports competitions**.

G-Loot / GLL

Content Manager

May 2019 - March 2021

Esports tournament platform and event organizer. Main responsibilities include **planning & producing content** for community initiatives as well as for the live-streamed events.

GAMKIN

Game Developer & Community Manager

January 2016 - April 2017

Japanese mobile game studio where I worked with level design, game scripting, QA, **content** and community management.

Twitch / Freelance

Esports Consultant

June 2017 - Ongoing

Organising, streaming and commentating esports tournaments for various games and events. Have also **designed brands, overlays and marketing** for several streams and tournaments.

9INE

Social Media Manager Intern

August 2020 - November 2020

A professional CS:GO esports team, whom I supported through handling their social media accounts along with **live coverage** on Twitter, Instagram and FB.

Toca Boca

Quality Assurance

August 2017 - April 2019

Quality Assurance agent for mobile app releases, partnerships and internal operations. Releases include: Toca Mystery House, Toca Kitchen Sushi.

Wifog AB

Second-line Support

February 2014 - April 2016

Support agent for mobile service based on gamification.

Onlinegamer.se

Writer & Content

Dec 2008 - Mar 2016

Swedish Game Awards

Project Manager

Sep 2014 - Sep 2015

Diversi

Board Member

Feb 2015 - May 2015

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