

# Ole Andreas Haley

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in olehaley

📅 1986 Jun 20



Designer and engineer with 9 years experience crafting games and software using game design. Game projects worked on include Among the Sleep, The Plan and Mosaic.

My personal goal is to craft memorable experiences for others to enjoy, and to have a ton of fun while doing it. Also, I have a goal of perfecting my carrot cake recipe.

## Professional Experience

<b>Capeesh, Chief Product Officer</b> Head of products, and full-stack engineer.  Co-founded Capeesh which has a mission to radically change the art of language learning, using state of the art machine intelligence and beautiful products designed by game designers.	2016 Aug – 2020 Jun Oslo, Norway
<b>Krillbite Studio, CEO &amp; Programmer</b> Co-founded and led the team through 2 successfully launched products as CEO, producer and programmer. Main responsibilities were project management, hiring, creative decision making, design, business development, securing funding, gameplay/systems/tools programming. Responsible for securing ~€700k in funding.	2011 Aug – 2015 Aug Hamar, Norway
<b>Be Your Best, Technical Consultant and Designer</b> Design and Unity3d development of a science-based cognitive assessment & training for soccer players.	2017 May – 2019 Sep Oslo, Norway
<b>Poio, Technical consultant</b> Refactoring of Unity3D book system in Poio to enable rapid creation and localisation of in-game books. Created backend for distribution of language packs and user and licensing management.	2017 Aug – 2019 May Oslo, Norway
<b>Westerdals Oslo ACT, Lecturer</b> Lecturing in Game Design, Game Production, 2D Game Development, 3D Game Development and Tools Programming.	2015 Aug – 2017 Dec Oslo, Norway
<b>Snow Software, Software Engineer</b> Software engineer working on implementing connectors for importing data to internal systems. Also worked on REST APIs, WPF administration tools and general bug fixing.	2015 Aug – 2016 Aug Hamar, Norway

## Education

<b>Hedmark University College, Experience Production and Interactive Media</b> Specialised in games programming	2008 Aug – 2011 Jun Hamar, Norway
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## Interests

- Games
- Climbing/Bouldering
- Movies
- Books

## Languages

Norwegian

English

## Certificates

Driver License

## Awards

Entrepreneur of the year, Hedmark Fylkeskommune

2015 Sep

## Organisations

Krillbite Studio, Board Chairman

2015 Aug - present

Lær Kidsa Koding!, Local teacher

2013 Jan - 2015 Jan

Helped build the Hamar branch of "Lær Kidsa Koding!", which aim to teach kids how to code using Scratch and Python.

## Skills

Managing

Scrum

Presenting

Programming

Design