

Contact

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Top Skills

Leadership
Management
Agile Methodologies

Languages

Tysk (Elementary)
English (Native or Bilingual)
Fransk (Elementary)

Honors-Awards

Entrepreneur of the year
European Youth Awards

Ole Andreas Haley

Lead Producer at Funcom
Oslo, Oslo, Norway

Summary

Hello, friend! I'm a producer with over 14 years of experience crafting games, with a background in game design and engineering.

I'm a huge nerd who loves games, space, tech, aviation, food, and my family. My life goal is to craft memorable experiences for others to enjoy and have a ton of fun in the process. Also, I have a personal goal of perfecting my carrot cake recipe.

Bio:

I founded the indie studio Krillbite Studio in 2011, where I was a part of building what would become a renowned and award-winning game development company, with headquarters in Oslo & Hamar, Norway. I also founded Hamar Game Collective with 2 other game dev companies in Hamar, which grew to a hub of 9 game companies within 3 years.

In 2015, I transitioned to the role of board chairman in Krillbite and founded Box of Words, which later fissioned into Capeesh, where I lead our product team in building the future of language learning for business.

In 2020, I started working as the lead designer at the game studio Red Thread Games team in Oslo, Norway. In Red Thread, I led the design team on their upcoming project, Dustborn.

Since 2021, I have been helping deliver the game experience of Dune: Awakening to life. Through my role as producer, which, as of taking on the role of Lead Producer, means that I help coordinate a large team of 300-400 people, both internal and partner studios.

Experience

Funcom

3 years 9 months

Lead Producer I

January 2024 - Present (1 year 5 months)

Oslo

Bringing Dune: Awakening to life, a vast immersive multiplayer survival game set on the world of Arrakis. As Lead Producer, I'm accountable for coordinating our worldwide team of over 300 strong, both internal and external partner studios, together with our fantastic production team.

Senior Producer I

February 2023 - January 2024 (1 year)

Oslo, Norway

Producer

March 2022 - March 2023 (1 year 1 month)

Oslo, Norway

Producer for several dev teams, helping us deliver features for our unannounced open world survival game set in the Dune universe. This work involves standups, sprint planning, managing backlog, roadmap planning, working with our product owners to define and prioritise our scope, retrospectives, reviews and anything else needed to help us align with directors and upper management on quality and deliver on time.

Also helping our design team as a producer, which involves iterating on our design processes, facilitating our design syncs and general design communication.

Associate Producer

September 2021 - February 2022 (6 months)

Oslo, Norway

Red Thread Games

Lead Game Designer

August 2020 - August 2021 (1 year 1 month)

Oslo, Norway

Lead the design team, planning content design timelines, design work, hiring and coordinate work with designers. Contribute to hiring processes and general management work.

Capeesh

CPO and Co-Founder

October 2017 - August 2020 (2 years 11 months)

Oslo Area, Norway

Co-founder and led the product team.

This included product roadmap, hiring, development and being a part of the management team. Capeesh has won multiple awards for its product and is backed by national and international investors.

Poio

Technical Consultant

August 2017 - May 2019 (1 year 10 months)

Oslo Area, Norway

Refactoring of Unity3d book system in Poio to enable rapid creation and localization of in-game books.

Backend for distribution of language packs.

Backend for the user and licencing management for partner version of Poio.

Backend for the user and license management for subscription version of Poio.

Westerdals Oslo ACT

Lecturer

August 2015 - December 2017 (2 years 5 months)

Oslo, Norway

Lecturing in Game Production, Game Design, 2D Game Development, 3D Game Development and Tools Programming.

Box of Words

CEO and Co-Founder

January 2015 - October 2017 (2 years 10 months)

Hamar, Norway

Building a language learning service that analyzes and prioritizes what vocabulary is most important for a user to focus on when learning a new language.

The IP of Box of Words was acquired by Capeesh in October 2017, as the two companies joined forces.

Be Your Best™

Technical Consultant

May 2017 - September 2017 (5 months)

Oslo Area, Norway

Design and development of scenario and feedback systems for soccer mental assessment simulator.

Snow Software

Software Engineer

August 2015 - August 2016 (1 year 1 month)

Hamar, Norway

Software engineer working on implementing connectors for importing data to internal systems. Also worked on REST APIs, WPF administration tools and general bug fixing.

Krillbite Studio

CEO, Producer and Co-Founder

August 2010 - August 2015 (5 years 1 month)

Hamar

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, business development, securing funding, gameplay/systems/tools programming. Responsible for securing ~€700k in funding.

Hamar Game Collective

Co-Founder

August 2013 - July 2015 (2 years)

Hamar, Hedmark, Norway

Co-founded what now is Norway's leading hub for game developers. Helped raise funding, set up locations as we grew and arrange conferences and events to build community.

Hi Fi Klubben A/S

Sales Associate

January 2011 - July 2015 (4 years 7 months)

Hamar, Hedmark, Norway

Selling Hi-Fi equipment during weekends. I have a passion for audio!

Exigo AS

IT Technician

March 2008 - August 2010 (2 years 6 months)

Orkanger, Sør-Trøndelag, Norway

IT operations and support for multiple clients, taking care of and setting up servers, computers, firewalls, managed switches or similar.

Inland Norway University of Applied Sciences

Research Assistant

August 2009 - December 2009 (5 months)

Hamar, Hedmark, Norway

Researched problem based learning during a semester of 2D game development.

Orkdal Kommune

IT Technician

August 2006 - December 2008 (2 years 5 months)

Orkdal, Sør-Trøndelag, Norway

Server, software and computer support.

Education

Hedmark University College (HH)

Bachelor, Experience Production and Interactive Media · (2008 - 2011)