

Contact

www.linkedin.com/in/nikolinafinska
(LinkedIn)

Top Skills

Executive Leadership
Strategy
Negotiation

Languages

Slovenian (Professional Working)
Macedonian (Limited Working)
Italian (Limited Working)
Swedish (Limited Working)
Finnish (Limited Working)
Portuguese (Elementary)
Spanish (Elementary)
English (Native or Bilingual)
German (Elementary)
Croatian (Native or Bilingual)

Certifications

Skills for Inclusive Conversations
Leading Your Org on a Journey of Allyship
Advancing a DIBs Strategy in Your Organization
From Compliance to Culture: A Psychological Safety Framework for Inclusion
Lessons in Enlightened Leadership

Honors-Awards

Women in games speaker
2021 International Inspiration Award finalist

Publications

Modern Game Testing

Nikolina Finska (she/her)

I make companies work better
Croatia

Summary

LEADER

A seasoned executive and serial entrepreneur in gaming and tech spaces. DEI-first leader, building equitable working practices for over a decade. Fearless decision maker with initiative, drive, and ability to motivate others. A strong believer in leading with empathy and in empowering other underrepresented leaders, putting it into practice as COO of Rainbow Unicorn Games.

CONSULTANT

Over a decade of experience in consulting on tech, games, leadership, and QA, working for some of the most reputable consultancies in the industry. Currently open for leadership consulting through my own consultancy, Rebel Studio, and gaming consulting through Mobile Game Doctor. You can book a free exploratory call here <https://calendly.com/nikolinafinska/30-minutes-exploratory-session>

SPEAKER

I regularly speak at gaming and tech events on the topics of leadership, diversity, equity and inclusion, and work-life balance. I had over 20 speaking engagements in the last few years. Currently open for paid speaking opportunities.

MENTOR

Mentoring women leaders at the European Innovation Council.

AUTHOR

A published author, my first book "Modern Game Testing" is available now <https://packt.link/ICleK>

BOARD MEMBER AND ADVISOR

Committed Board member with strong expertise in scaling up companies, financial literacy, and strategic decision-making. Available for board and advisory positions for aligned organizations.

INTERNATIONAL LECTURER

I frequently lecture on topics of game production, games business, QA, team building, and leadership. I have multiple online courses available: gaming industry courses can be booked through the Edugamotion platform, and leadership courses directly here on LinkedIn or my own webpage

PODCAST HOST

I'm hosting a bi-weekly podcast, Leading The Way, about entrepreneurship and leadership through a gender lens. New episode every other Wednesday, link to the latest episode in my profile.

Experience

Rainbow Unicorn Games

Chief Operations Officer

October 2021 - Present (2 years 7 months)

Boston, Massachusetts, United States

Mobile Game Doctor

Consultant

November 2021 - Present (2 years 6 months)

Europe in Synch

Partner

April 2022 - Present (2 years 1 month)

Responsible for gaming industry, diversity, equity and inclusion, and digital future.

Living Game Intelligence Network

Startup Mentor

May 2021 - Present (3 years)

Helsinki, Southern Finland, Finland

Women in Games WIGJ

Ambassador

October 2019 - Present (4 years 7 months)

Helsinki Area, Finland

Kajaani University of Applied Sciences (KAMK)

Guest Lecturer

October 2016 - June 2022 (5 years 9 months)

Kajaani Area, Finland

Guest lecturer in Games Production, Game Business

Game Academy

Consultant

June 2021 - December 2021 (7 months)

London Area, United Kingdom

Unicorn Pirates Studio

3 years 1 month

Board Member

October 2020 - November 2021 (1 year 2 months)

CEO

November 2018 - December 2020 (2 years 2 months)

Helsinki Area, Finland

Full XP Oy

CEO

March 2016 - November 2018 (2 years 9 months)

Helsinki, Finland

Next Games

Production Lead

May 2015 - March 2016 (11 months)

Helsinki, Finland

Rovio Entertainment Ltd.

3 years 8 months

Senior Producer / Employee Representative

January 2015 - May 2015 (5 months)

Titles produced:

Jolly Jam (iOS, Android)

Head of Production, Rovio Stars

May 2014 - January 2015 (9 months)

Espoo, Finland

Overall responsibility for the production team in Rovio Stars, working closely with third party independent developers and internal teams. Redefining and optimizing processes for the production team, improving efficiency and ways of working, keeping in mind that only happy team can continuously outperform its expectations.

Responsible for the high level milestone planning, release scheduling and communicating to all stakeholders. Ensuring that highest quality and production standards are met, as well as supporting business development team in delivering financially successful games.

Producer

November 2013 - May 2014 (7 months)

Espoo, Finland

Responsible for ensuring that each game reaches market on time, delivers on the business goals and is produced to the highest possible level of quality. Key contact with external developers, with aim to build long term relationships and providing support and guidance, making sure that our visions are aligned. Working closely with other members of Rovio Stars team, continuously evolving games and following latest developments in the industry. Published titles by now:

Juice Cubes

Word Monsters

QA Coordinator

October 2011 - October 2013 (2 years 1 month)

Espoo, Finland

Worked on following titles:

- Angry Birds Trilogy: PS3, Xbox 360, Nintendo 3DS, Wii and WiiU, PS Vita
- Tiny Thief
- Icebreaker: The Viking Voyage
- Angry Birds Friends (Facebook and mobile)
- Angry Birds Star Wars (Facebook, PS3, Xbox 360, 3DS, Wii, WiiU, PS4, Xbox One, PS Vita)
- Amazing Alex
- Angry Birds Classic
- Angry Birds Space
- Angry Birds Go

Taking care of organizing QA activities as well as doing production tasks. Currently keeping busy mostly with Rovio Stars titles.

Lionbridge Testing Services Oy

Program Coordinator

January 2010 - August 2011 (1 year 8 months)

- Project Management for global testing projects
- Team Coordination and management (virtual and on-site)
- Test Management
- Risk Management
- Managing the relationship with external supplier(s) and internal project managers/the business
- Test reporting and test analysis
- Scheduling
- Tracking costs
- Invoicing
- Project Communication
- Resourcing

Tuttavankauppa Oy

CEO

September 2009 - 2011 (2 years)

Helsinki, Finland

Nokia

Test Manager

September 2008 - September 2009 (1 year 1 month)

Espoo, Finland

- Full responsibility for the planning and management of all testing activities within complex IT project, evaluating risk potential based on the results of the testing during all stages of development in line with the future agreed development life cycle and quality processes

Flander Oy

Testing Co-ordinator (Helsinki)

2007 - 2008 (1 year)

Helsinki, Finland

- Training, organizing and supervising testing team of 16 localization testers
- Design and maintenance of test cases
- Quality Control of test team results
- Setting up of test environments
- Status & progress reporting

Lionbridge

Localization Software Testing Engineer

October 2006 - August 2007 (11 months)

Tampere, Finland

- Responsible for execution of testing activities
- Defect reporting, analyzing and follow up (verification)
- Setup of test environment (OS setup/configuration/flashing)

Marcus Evans

Sales executive

2006 - 2006 (less than a year)

Education

The London School of Economics and Political Science (LSE)

BSc, Management & Information Systems · (1995 - 2010)