
Tobias Johansson

Game Designer

Date of birth: 24.04.1988

Portfolio: <http://www.johansson-tobias.com>

Email: contact@johansson-tobias.com



Work Experience

- From December 2017** **Foundry Forty-Two**, Frankfurt am Main, Germany
Senior level designer
Senior level designer on the persistent universe in Star Citizen
- June 2016 – December 2017** **Foundry Forty-Two**, Frankfurt am Main, Germany
Level designer
Level designer on the persistent universe in Star Citizen
- May 2015 – May 2016** **Self-employed**
Programming assets for Unity Asset Store
Developing tools for the Unity Editor
- January 2014 – May 2016** **Poppermost Productions**, Stockholm, Sweden
Level designer
Responsible for the level design in SNOW
- November 2012 – June 2014** **Dead Shark Triplepunch**, Karlshamn, Sweden
Level designer and programmer
Worked mainly as level designer, but helped out with gameplay design and programming

Education

- August 2011 – June 2014** **Blekinge Institute of Technology**
Bachelor Degree: Media Technology: Digital Games
Bachelor Thesis: "Level design in open worlds: Should you think like an architect?"
- July 2009 – January 2010** **Södertörns University**
Single Courses
Courses in Strategic Information Seeking on the Internet,

Scriptwriting and Narrative for Digital Media and Media Production

August 2008 – January 2009

University of Skövde

Single Courses

Courses in Introduction to Game Design, Web Design Basics and Business Development and Economics

2004 - 2007

Fryshusets high school

Social Science

Achievements

With the title *Epigenesis* as part of *Dead Shark Triplepunch*:

Epic Games' Make Something Unreal Live 2013 competition: winner

Swedish Game Awards 2013: winner in the category Game of the Year

Game Concept Challenge 2013: winner

Game engine knowledge

Lumberyard

Code (C++): None

Editor: Advanced

Unity 5

Code (C#): Advanced

Editor: Advanced

Unreal Engine 4

Blueprint: Good

Code (C++): Basics

Editor: Advanced

Understanding of programming languages

C++: Basics

JavaScript: Basics

C#: Advanced

Software and technology competencies

Perforce

JIRA & Trello

Git

Confluence

Visual Studio Code

Microsoft Office

Skills and competencies

Gameplay design
Code documentation
Design documentation

SCRUM
Rapid Prototyping
Object-oriented Programming

Other

Languages: Swedish (native), English (fluent), German (basics)

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