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# Tobias Johansson

Game Designer

Age: 30 (24.4.1988)

Portfolio: <https://johansson-tobias.com>

Email: [contact@johansson-tobias.com](mailto:contact@johansson-tobias.com)

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## Work Experience

**From December 2017**

**Cloud Imperium Games**, Frankfurt am Main, Germany

Senior level designer

*Senior level designer on the persistent universe in Star Citizen*

**June 2016 - December 2017**

**Cloud Imperium Games**, Frankfurt am Main, Germany

Level designer

*Level designer on the persistent universe in Star Citizen*

**May 2015 - May 2016**

**Self-employed**, Stockholm, Sweden

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**, Karlshamn, Sweden

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**, Stockholm, Sweden

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**, Skövde, Sweden

Single courses

*Courses in Introduction to Game Design, Web Design Basics and*

*Business Development and Economics*

**August 2004 - June 2007**

**Fryshusets high school**, Stockholm, Sweden

Social science

## Archivements

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

**Epic Games', Make Something Unreal Live 2013:** 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 3D

**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 Community

Microsoft Office

## Skills and competencies

Gameplay design

SCRUM

Code documentation

Rapid prototyping

Design documentation

Object-oriented programming

## Other

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

**Driver's license:** Yes