
Tobias Johansson

Media Designer

Date of birth: 24.04.1988

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

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Work Experience

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

Education

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

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

Unity 5

Code (C#): Advanced

Editor: Advanced

Unreal Engine 4

Blueprint: Good

Code (C++): Basics

Editor: Advanced

Understanding of programming languages

C#: Advanced

CSS: Advanced

HTML: Advanced

JavaScript: Basics

Software and technology competencies

Perforce

Git

Visual Studio Code

JIRA & Trello

Confluence

Microsoft Office

Skills and competencies

User Experience Design
Code documentation
Design documentation

Agile development (SCRUM)
Rapid Prototyping
Object-oriented Programming

Other

Languages:

- Swedish: Native
 - English: Fluent
 - German: Understanding – Advanced, Writing - Beginner
- Driver's License