



Tobias Nilsson

Programmer

PROFILE

I am a passionate and optimistic individual that loves the creativeness of game development. I have always been keen to learn and challenge myself by working on towards exciting projects and goals. I have experience working under pressure as part of a team to achieve targets and deadlines. Through this experience I have become a confident individual who takes initiatives in projects to overcome any issues that may arise.

SKILLS

C++	4 years full time
Unreal	~2 years full time
C#	~5 years part time
Unity	~5 years part time
Perforce	~2 years full time

LANGUAGES

Swedish	Native
English	Fluent

CONTACT

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WORK EXPERIENCE

Junior Tools Engineer April 2022 – Current
Sharkmob

At Sharkmob I work in the tools team to develop tools for the Unreal Engine, both for the editor as well as in-game tools, systems, and external pipelines. I often work cross disciplinary to support teams to reach our targets on an unannounced AAA game. I also often work on broad issues and requests over multiple programming languages such as C#, C++, HTML, JavaScript, Python, and more.

Communications consult June 2019 – Aug 2019
Telisol

At Telisol I worked a lot with companies to understand their needs to improve their monthly costs of mobile data subscriptions. I learned to deal with stress when I was working against quotas and improved my social abilities a lot, as I needed to be less introverted to get my work done. I believe that this work has helped me become a calming and confident voice during stressful times.

Volunteer worker Mar 2019 – April 2019
10 Mila

At 10 Mila 2019 I worked with setting up the infrastructure of the network before the event, both hardware and software for the different parts of the events. During the event I was a stand-by tech through the night to help with potential computer problems.

EDUCATION

The Game Assembly 2019 – 2022
Game programming – Advanced higher vocational

Development in C++ and C# using Unity and our In-House Engine. I worked with SVN and Perforce over the course of eight game projects. The projects ranged from 2D bullet hell to 3D third person shooter using our own in-house engine.

LBS Kristianstad 2016 – 2019
Game development – Upper secondary school

Game development in LBS focused on programming games. I worked with Unity and MonoGame developing three small games where I learned the basics in Network programming and VR development.