Gameplay Designer & Scripter

Tobias Nylin

Phone:	+46 70 468 33 45
Email:	tobnyl@gmail.com
Portfolio:	https://www.tobiasnylin.com/
LinkedIn:	https://www.linkedin.com/in/tobias-nylin/
Location:	Stockholm
Native Language:	Swedish

Education

Game Design, Futuregames, 2019
A two-year practical education. It covers **game design**, **scripting**, **UX**, **level design**, and **QA**. Most courses have an advanced counterpart. The education also includes **four game projects**. All the courses and projects are performed in close collaboration with **the industry**, e.g. DICE, King, and Mojang.

FL Studio Course A + B, Audio Production Academy, 2015 resp. 2016
I took two 10 week courses for improving my skills in **music production**. With that knowledge, I've started making music for games. I made the soundtrack for one of our projects at Futuregames.

Bachelor of Computer Science, Örebro University, 2012
A three-year program containing a basic understanding in programming, databases, networks, and mathematics, and more advanced subjects such as compilers, **linear algebra**, **simulations**, **AI**, **graphics**, and **robotics**.

Work Experience

Game Designer, Scripter, Scrum Master, Music
Altiia and the Trial Islands, Futuregames, 2018
An open-world adventure game. I had a major role in the **design process**. I implemented a pickup system, a timed challenge feature, the **UI**, and the **HUD**. As a Scrum Master, I **held** in and **planned meetings** and made sure that the team worked **efficiently**. I composed and produced the **music**.
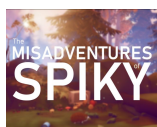
Product Owner, Scripter, Sound Designer
The Misadventures of Spiky, Futuregames, 2018
A game with focus on environmental storytelling. As Product Owner I **organized tasks** for the coming week, and prepared and performed weekly **presentations** for the jury. I scripted an **AI** that could patrol, chase, and attack. I implemented **sound** by using **FMOD**, an audio middleware engine.

Scripter, Project Manager, Sound Designer
Chariot Madness, Futuregames, 2017
A 2-4 multiplayer kart racing game. I implemented **powerups**, and a **spawner** and a **probability system** along that. As Project Manager, I made sure the team always had something to do and that they worked in the right direction.

System Developer, **Metamatrix, 2015-2018**
At Metamatrix I had more responsibility. Using **C#** I built **integrations** to member systems, prepared **servers** for new customers, configured DNS, and made **deployments** weekly. A big part of the job was also to have **demos** and **educations** for our customers. Some notable projects I worked on are ABF, Intrum Justitia, Motormännen, and PRV (Patent- och registreringsverket).

System Developer, **Avantime Group (CapeSand), 2013-2015**
I started my career as a System Developer at CapeSand, a smaller company that after a while I worked there was bought by Avantime. I used **C#** and ASP.NET MVC to implement websites. Mostly I worked with the customer Proffice.

Certifications

Programming in C# (Exam 483)
The certificate covers basic and advanced topics on **C#** such as how to manage program flow, create and use types, debug applications, implement security, and implement data access.

EPiServer 9 CMS
EPiServer is a system for editing and handle publication of web pages. It can be tailored to the customer's needs. The certificate proves good knowledge on how to customize it.

Umbraco CMS Developer Level 2
Umbraco is a system for editing and handle publication of web pages. The certificate covers more advanced topics of the product.

Other Merits

Tutor at Preparatory Course, Futuregames, 2018
To help people improve their applications for Futuregames, the school hosts this course. Potential future students get access to the premise for three weeks. The current students can volunteer and tutor the candidates.

Internship Supervisor, Metamatrix, 2016-2017
For 6 months I was a supervisor for an intern. Not only did I teach her a lot, but I also learned much myself regarding my own work, and on how to be educational in a good way.

Game Jams
A game jam is an event where people meet and create a game, based on a theme, in a short amount of time. In total, I've attended 8 game jams. The reasons I started going to game jams were to get more experience about making games, the industry, and to start building a network.

- Futuregames FG17 Game Jam, 2017
- Forsbergs Game Jam Weekend No. 8, 2017
- Forsbergs Game Jam Weekend No. 7, 2017
- Global Game Jam Stockholm, 2017
- Forsbergs Game Jam Weekend No. 6, 2016
- Castle Game Jam, 2016
- Global Game Jam Stockholm, 2016
- King Game Jam, 2015

Skills

Design
- Gameplay Design
- Technical Design
- Level Design
- UI/UX
- QA

Project Management
- Perforce
- Git
- Unity Cloud Build
- Scrum
- Favro[1]
- Trello
- TeamCity
- JIRA
- Zendesk

Scripting
- C#
- Blueprints Visual Scripting
- C / C++
- SQL
- OpenGL / glm
- ASP.NET MVC
- XNA
- SDL
- Allegro
- PHP
- Javascript / jQuery
- HTML
- CSS

Engines & Software
- Visual Studio
- Unity
- Unreal Engine 4
- SSMS[2]
- FL Studio
- FMOD
- Audacity
- Blender 3D
- Photoshop
- Adobe Premiere
- Shotcut
- FamiTracker
- Microsoft Office

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[1] *Previously Hansoft X.*
[2] *Microsoft SQL Server Management Studio.*