

Johan Andersson

Active self-driven developer with a passion for games and interactive media

[Portfolio](#)

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Experience

Game Design Teacher — *LBS ljud och bildskola*, Stockholm

2018 - 2019

I developed a course and programming assignments for the second year game developer students. I then taught that material in tutored lessons. This was followed up by grading and student reviews.

VR/AR Developer — *Vobling*, Stockholm

2018 - 2018

My main role at Vobling was as unity developer, but besides that I took care of project management, customer meetings and prototyping of new product concepts. I worked closely with the development of a training system for SJ.

Lead Developer — *Rayvr*, Stockholm

2017 - 2018

At Rayvr, I developed different types of VR experiences for both mobile phones in the form of apps and larger programs made for PC environment. We developed solutions for companies such as **Academedia** and **Ving**. I worked primarily with unity and developed different applications from start to finish along with testing and customer dialog.

Programing Tutor — *Stockholms university*, Stockholm

2016 - 2017

I assisted as a tutor for a variety of courses, as extra help when the courses were extra demanding. This usually meant helping students understand programming-oriented tasks in many different languages, but primarily Java.

Game Development Teacher — *Studiesenteret.no*

2016 - 2017

I designed a segment of an online course on game development. I created material for this course in the form of video tutorials and a simple 2D game that the participants could develop further upon.



Skills

C#	PHP
C++	Scrum
Java	Unreal
SQL	Unity

Other Merits

Active Board Member.

I was an active member of the student union at Stockholm's University (DISK).

Game jam organizer

I have organized multiple gamjames in corporation with stockholms university

Languages

Swedish and **English** fluent in both speech and writing.

Education

FutureGames, Stockholm — *Game Programmer*

2018 - Present

Stockholm University (DSV), Kista — Bachelor degree in *Computer Science with a focus on game design*

2014 - 2017

Vittragymnasiet Södermalm, Stockholm — *Social studies*

2010 - 2013

Projects

Kulturterminalen — Freelancing

2018 - 2019

Together with Kulturterminalen I am developing a GPS based application that will provide curated audio tours of cities that you can experience at your own pace.

Immersense AB — Freelancing

2018 - 2019

We worked with **toyota** to develop a vr experience that will simulate the reality of playing football with different levels of visual impairment.

Equestrian The Game — Full time project

2017 - 2018

At the end of 2017 I started a project with a friend, our goal was to make a game for and with the horse sports community. The game is a stable manager with complex simulated behaviors and 3D-rendered graphics. After a year I left the project and it is now being developed by my friend under the company Kavalri.

Friday Night Fractals — Hobby game

2016 - Present

Me and three friends from university are developing a party game inspired by "Move or Die" and "SuperSmash". It's a simple game when you scratch the surface but it has great depths in mechanics. Beyond that, it's a very fun project with lovely friends.

Interaktiv Model — *Political science event 2015 (Kista-NOD)*

2015 - 2015

I programmed the logic for an interactive model that was shown at the political science fair. Its purpose was to show, by way of example, how to implement interactive media with urban planning.