Tobias Löwdin
Game Programmer & Student

CONTACT

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in LinkedIn

SKILLS

- C#
- Unity
- Debugging
- Project Management
- Leadership

EDUCATION

University of Skövde
Bachelor's degree
Game Programming
2024 - Present

LANGUAGE

- Swedish - Native
- English - Fluent

References

References available on request

ABOUT ME

I'm passionate about creating things that bring utility and enjoyment to others. This is why I have chosen to pursue a path within game development. Focusing most of my time on developing systems and tools that can help my team members to work more efficiently and achieve their goals faster.

WORK EXPERIENCE

Internship
ABB   FEB 2024 - FEB 2024

During my internship at ABB. I gained insights into the sourcing process at a large corporation. My main tasks involved data visualization using Power BI. I also toured ABB Robotics, gaining practical insights and a deeper understanding of the production chain.

Sound Technician
Ansgarskyrkan Västerås   AUG 2021 - JUL 2024

Managed sound production at church services, ensuring high-quality audio for both in-venue and online audiences. Responsibilities included configuring microphones, applying audio effects, and mixing multiple sources for optimal sound.

PROJECTS
For additional projects and more details: **PORTFOLIO**

Roots & Ruin
Card Game

A card game developed for a duration of 2 months in conjunction with the course *Gameproject 1*. The game was made from scratch using the *Unity Game Engine* together with a team of 6 people. I was responsible for designing and implementing the systems and tools that powered the game. Additionally, I played a key role in coordinating the team, ensuring clear communication and a good working environment.