



TOBIAS NILSSON

UNITY / XR DEVELOPER

EDUCATION

MEDIA & COMMUNICATION
MANAGEMENT

Macromedia University
of Applied Sciences
2017-2021

JAPANESE STUDIES | DIPLOMA

Manabi Japanese
Language Institute
2013-2014

HIGH SCHOOL

NTI Gymnasiet
2009-2012

PROFILE

I am a 29 year old software developer with an interest in Connected Experiences and XR development. I studied Media & Communication Management, guided by my passion for personal growth, people and collaborative work.

Recently I've been working a lot with AR; ARCore, ARKit, Snapdragon Spaces, Geospatial Localization and novel means of interaction. I'm also part of the Oculus Start developer program, and enjoy spending my spare time tinkering on VR hobby projects and prototypes.

EXPERIENCE

SOFTWARE DEVELOPER | ZAUBAR

February 2020 - Present

I am currently working as a software developer at Zaubar in Berlin, Germany; Building an AR platform for shared experiences.

As a developer, I am responsible for building key functionality of the platform, as well as maintaining our SDK used to ship apps for many of our clients. Writing clean and scalable code for large code bases is second nature.

Over the years, I've helped develop and ship AR apps for Dachau Concentration Camp Memorial Site, Deutsche Oper Am Rhein, Deutsche Kinemathek as well as Hamburger Morgenpost, to name a few.

CONTACT

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10249, Berlin

SOCIAL

/@halfspacer
/@halfspacer1
/@Halfspacer

SKILLS

- ◆ SOLID C# / .NET UNDERSTANDING
- ◆ TEAMWORK AND PROJECT MANAGEMENT KNOW-HOW
- ◆ STRONG UNITY / XR DEVELOPMENT SKILLS
- ◆ GIT AND VERSION CONTROL EXPERIENCE
- ◆ EXPERIENCE OPTIMIZING FOR MOBILE AND VR/AR
- ◆ PASSION FOR CLEAN CODE AND SCALABLE SOFTWARE ARCHITECTURE
- ◆ AGILE MINDSET
- ◆ UNDERSTANDING OF NETWORKING FOR GAMES AND SOFTWARE
- ◆ 3D MODELING AND GEOMETRY OPTIMIZATION IN BLENDER. LIGHT BAKING. TEXTURE PAINTING.
- ◆ FAMILIARITY WITH JENKINS FOR CI/CD

EXPERIENCE CONT.

SOFTWARE DEVELOPER | FREELANCE

October 2017 - February 2020

Worked on a lot of smaller projects through Fiverr and other freelancing platforms during my University studies.

During this time I also worked as Lead Programmer for the VR title "Cyber Cycle" for the Oculus Go.

PRODUCTION PLANNER | ELTEL NETWORKS

November 2015 - October 2017

Worked as a Production Planner at Eltel Networks, a company that provides services for the telecommunications industry. My first foray into project management and team leading.

FILM & TV PRODUCTION | FREELANCE

< 2015

Before I found my passion for computer science and software engineering, I worked in Film & TV production, ranging from production- and camera assistant on Swedish X-Factor, Idol and Eurovision to Cinematographer on various narrative productions. <https://www.imdb.com/name/nm5000908/>