



<https://www.linkedin.com/in/tobias-nilsson-c211185/>

<https://github.com/halfspacer>

## SKILLS

C# / .NET

Unity Game Engine  
Teamwork and Project  
Management know-how

XR (VR & AR) Development  
Git Version Control

Experience with Flutter and  
Dart, with Unity as a Library

Expertise in optimizing for  
Mobile / Standalone VR

Understanding of networking  
for games and software

Experience working with,  
onboarding and mentoring  
junior team members

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## EDUCATION

Secondary School  
NTI High School, Göteborg

Bachelor's Degree  
Macromedia University Berlin  
Media & Communication  
Management

# Tobias Nilsson

## Software Developer

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## PROFILE

I am a creative and enthusiastic software developer with a passion for crafting immersive connected experiences and exploring the exciting challenges around building scalable, performant and user-friendly software.

Beyond the code, my interest in personal development and a background in Media & Communication Management drive my commitment to collaborative work. I bring a blend of technical expertise and effective communication to every project. My passion for tackling challenging problems is only rivaled by my love for coffee.

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## EXPERIENCE

### ► Software Developer - ZAUBAR

Responsible for building core 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.

### ► Freelance (Virtual Reality(VR/XR))

Worked on a lot of smaller projects through Fiverr and other freelancing platforms. Oculus Go, GearVR, Rift, Quest, HTC Vive.

Lead programmer on Cyber Cycle for the Oculus Go.

### ► Production Planner - Eitel Networks

My first foray into project management and team leading. Managed a team of infranet engineers, scheduling and planning their daily tasks along with customer coordination and relations.

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## CONTACT

[tobias@pioneeringstate.com](mailto:tobias@pioneeringstate.com)