Tobias Nilsson

Software Developer

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

EDUCATION

Secondary School
NTI High School, Göteborg

Bachelor's Degree
Macromedia University Berlin
Media & Communication
Management

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.

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.

CONTACT

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