

# Tobias Nilsson

Software Developer | Unity & .NET | XR & Emerging Technologies



Dedicated Unity XR / Game- and Software Developer with 5+ years of experience building impactful, immersive and scalable AR/VR games and applications. Passionate about **mobile performance optimization**, shaders and software architecture.

📍 Berlin, Lichtenberg 📞 (+49) 151 56574770 @ tobias@actuellava.com 🔗 <https://actuellava.com>

[in Halfspacer](#) [Halfspacer](#)

## Experience

### ZAUBAR

Software Developer

Berlin, Germany

**February 2020 to Present**

- Shipped 20+ apps and games
- Spearheaded internal SDK and Tools development to drastically speed up concept-to-production and reduce onboarding times.
- Mobile optimization, Unity as a Library, WebGL.
- Porting 2D iOS/Android apps to various XR devices.

🔗 <https://zaubar.com>

### Meta Horizon Start

Joined Meta's (Then **Oculus Start**) in 2019 after having worked on the well-received **Cyber Cycle** for the Oculus Go. Took part in the 2023 London XR Hackathon and attended Meta Connect 2024 as part of the Horizon Start cohort.

### Actual Lava

Freelance XR Developer

Berlin, Germany

Worked as lead programmer on Cyber Cycle for developer Syntheon.

Also worked on a lot of smaller projects through Fiverr and other freelancing platforms.

🔗 <https://actuellava.com>

## Education

### Macromedia University of Applied Sciences

Berlin, Germany

Bachelor's in Media & Communication Management

## Skills

### Unity

Advanced

UI, Multiplayer, WebGL, Shaders, Tooling, Unity as a Library, 3D Audio, AR/VR, Performance Optimization, Profiling

### Web Technologies

Intermediate

React.js, Vue.js, Flutter, ASP.Net, Directus

### Tools

Intermediate

Git, Jenkins, Docker, Linux, Blender, Photoshop

## Projects

### Slackeee

Firefox Browser Add-On

Slackeee (Slack End-to-End Encryption) is a browser extension designed to enhance privacy in peer-to-peer messaging on Slack by seamlessly encrypting messages between senders. Originally developed as part of TryHackMe's 2024 Cyber Security dev-athlon.

### Humid-Net

Mid-Level Networking Framework

A mid-level multiplayer framework for Unity that aims to provide a clean and robust abstraction layer for Epic Online Services, without making too many assumptions regarding the higher level implementation.

## Interests

### Mentoring

Unity / Software Development

### Lighting & Cinematography

for Film and Games