

# Noel Toivio

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Current residence: Malmö, Sweden



## WORK LIFE EXPERIENCE

*August 2020 - Present*  
**Intermediate Game Designer**  
Flashbulb Games in Copenhagen

Released Projects:

- Rubber Bandits** (Party Brawler)
- Released on PC, Xbox, PS4 and Switch
  - Worked in Unity and scripted in C#
  - Designed many items, power-ups and game modifiers
  - Designed over 50% of the levels
  - Improved the player controller
  - Released multiple updates Post-Release

- Trailmakers 2.0: Pioneers** (Open-World Survival Vehicle Builder)
- Released on PC, Xbox, PS4 and PS5
  - I was Onboarding Responsible working on the captivating FTUE
  - Combat Design (all new enemies and some new weapons)
  - Designed the UX for the revamped building interface
  - Game Writing and character dialogue
  - Level design

*August 2017 - March 2018*  
**Freelance Level Designer**  
Apprope in Stockholm

Released Projects:

- Bubble Breeze Pop** (Bubble Shooter for Mobile)
- Used & helped develop the in-house level editor
  - Designed over 150 levels

## EDUCATION

*August 2018 - August 2020*  
The Game Assembly - Higher Vocational Education  
**Level Design Program**  
in Malmö

*I made 8 games in teams of up to 13 people at the school. The education has been ranked as a top design and game-developing school by The Rookies multiple times.*

*2014 - 2018*  
KLARA Södra - Upper Secondary Education  
**Game Development (Technical Program)**  
in Stockholm

*I received the Best Design award for my solo-developed prototype fighting game Sumo Ball, as well as being honored with a diploma for Game Developer of the Year.*

## LANGUAGES

- Swedish** Native
- English** Fluent in speaking and writing
- Finnish** Native
- Japanese** Proficient in speaking, intermediate in writing (Japanese Language Proficiency Test - Level 3)

## COURSES

- 2016 - 2017*  
**Exchange Year** where I attended a school in Japan, and stayed with Japanese host families learning the culture and way of life.
- Summer of 2014*  
**Language Trip** in Jersey, England, where I stayed at an English family for 3 weeks.

## REFERENCES

**Ariel Santibanez** - Former colleague at Apprope, currently programmer at Toca Boca  
**Ivan Loguin** - Game Director at Prey Studios and former teacher at KLARA Södra Gymnasium

*Contact information available upon request*