

# Noel Toivio

## Game Designer

Portfolio

LinkedIn

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Current residence: Malmö, Sweden

As a game designer I strive to create an environment where we are focused on not only pushing the quality of our individual departments, but of the game as a whole.



## Work Experience

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

**Rubber Bandits**  
(Multiplayer Party Brawler)

- Released on PC, Xbox, PS4 and Switch
- Worked in Unity and scripted in C#
- Designed items, power-ups and game modifiers
- Designed over 50% of the levels
- Improved the player controller
- Released multiple updates Post-Launch

Other noteworthy responsibilities:

- Represented the Design Department of Flashbulb Games for the TGA Meet & Greet event 2023 and 2024 where I assessed and talked to potential interns
- Onboarded and guided interns into the company work and culture

**Trailmakers 2.0 - Pioneers**  
(Multiplayer Open World Survival Vehicle Builder)

- Released on PC, Xbox, PS4 and PS5
- Responsible for Onboarding & First Time User Experience
- Combat Designer (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**  
Approe in Stockholm

**Bubble Breeze Pop**  
(Bubble Shooter for Mobile)

- Designed over 150 levels
- Took part in developing the in-house level editor

## Education

August 2018 - August 2020  
The Game Assembly - *Higher Vocational Education*  
**Level Design Program Graduate**  
Malmö, Sweden

- I made 8 games in teams of up to 13 people at the school
- The program was designed in collaboration with games industry representatives
- The education has won multiple awards and is considered a top design and game-developing school by The Rookies.

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

- In the Klara Game Awards I was honored with the Best Design award for my solo-developed prototype fighting game Sumo Ball
- By the end of the education I received a diploma for Game Developer of the Year

## Languages

**Swedish:** Native  
**English:** Fluent  
**Finnish:** Native  
**Japanese:** Proficient in speaking, intermediate in writing (JLPT - Level 3)

## Software



## Non-Profit

2019  
**Nordic Game Conference**  
Volunteer  
Malmö, Sweden

## References

**Sascha Altschuler** - Art Director at Flashbulb games  
**Martin Thomsen** - Lead Engineer at Flashbulb Games  
**Ariel Santibanez** - Former colleague at Approe, currently Engineer at Toca Boca

As this CV is public, contact information is available upon request