

Noel Toivio

Game Designer

Portfolio

LinkedIn

Telephone: +46 73 658 2345

Email: noel@toivio.se

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

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

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

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

