

Johan Althoff

Senior Frontend Engineer with Design Focus

Location: Uppsala, Sweden

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Profile

Frontend developer with strong UI/UX and sound design background. Co-founded O3 Games (later Starbreeze) in 1998. With my background as a sound designer, I design and develop tools and technologies with an informed perspective of what it means to work creatively.

Experience

Senior Frontend Engineer & UX Specialist

Self-employed | *Jan 2019 - Present*

Epic Games

- Built company-wide React implementation of a new design system prioritizing UX and accessibility
- Wrote, reviewed, and championed code using future-facing technologies and test-driven development
- Delivered performant, accessible, and long-term viable components

Quixel

- Built and maintained performant, browser-compliant React design system components
- Collaborated with senior designers on daily UI/UX work

Machinegames

- Created user-facing asset management tools using the Qt framework
- Built Python bridge between Reaper audio software and Wwise audio engine
- Enabled sound designers to efficiently iterate on thousands of audio assets

Frontend Engineer & UX Designer

Favro | *Jan 2017 - Jan 2019*

- Part of establishing the "Hansoft X" team that spun off into the Favro startup
- Shouldered primary frontend development responsibilities as early adopters of TypeScript
- Ensured performant and browser-compatible codebase that ran on desktop and mobile platforms
- Conducted majority of user research, integrating insights into ongoing development
- Worked toward a radically simplified project collaboration user experience

Product Designer & UX Specialist

Hansoft AB | *Apr 2012 - Dec 2016*

- Made the UI more approachable for broader user demographics
- Participated in substantial product pivot coinciding with rise of Agile development practices
- Contributed to multi-platform rollout of native application ported to Qt UI framework
- Managed sound, music, and video production, plus web development facilitation
- Identified UX improvement needs that led to the web-based prototype that became Favro

Audio Director & Tools Engineer

Starbreeze | *Apr 2002 - Mar 2012*

- Led audio department of seven people as company grew to 200 employees
- Produced sound, voices, and music for seven shipped AAA game titles
- Maintained audio pipeline for multiple parallel productions
- Developed tools to reduce cognitive load and minimize errors in audio production
- **Games:** Enclave, Knights of the Temple, Chronicles of Riddick (EFBB, AODA), The Darkness, Syndicate, Brothers

Co-Founder & Audio Director

O3 Games | *Jan 1998 - Jan 2002*

- Co-founded game studio that grew from 8 to 30 developers
- Responsible for all sound, voices, music, video production, and localization

Skills

Frontend: React.js, TypeScript, UI Design, CSS

Design: User Experience (UX), User Research, Product Design

Audio: Sound Design, Music Production, Audio Pipeline

Other: Qt, Python, Game Development

Languages

- Swedish (Native)
- English (Bilingual/Native-like)