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I'm a **game developer** with a focus on **scripting** and **game design**. With over **5 years of experience** in programming and **6 years of game development experience** I now seek to improve my skills.

Programmer	Engines & Software	Other
Blueprints Visual Scripting C# C++ PHP MySQL	Frostbite Unreal Engine Unity Perforce Adobe Photoshop	Scrum & Agile Methodology Quality Assurance Game Design UI Design Jira

Jobs

EA DICE – Technical Designer

2017 - Current

At **EA DICE** I am currently working as a **Technical Designer**. I've spent most of my time working on **Battlefield V** where I've been implementing **game modes, scripting weapons, fixing bugs** and **prototyping** in the **Frostbite Engine**. I've also been in teams developing the **future of frostbite** and the way people work using the tools we have.

Education

Futuregames - Game Design

2016 - 2017

At Futuregames I took part in three major game projects. Taking the **lead scripter** role in all of them. I gained an in-depth knowledge of both **Unity** and **Unreal Engine** as well as intermediate skills in **Blueprints Visual Scripting, C#** and **Game Design**. While simultaneously developing my knowledge in **Level Design, UI Design, Version Control, Quality Assurance** and **Agile methodologies** such as **Scrum**.

Södertörns Högskola - Game Design and Scripting

2015 – 2016

During my time at Södertörns Högskola I studied **Game Design, Scripting, Analogue Games** and **Project management**. I learned the **Unity** game engine and how to work using the **Scrum** methodology.

Game Projects

Unannounced Project (EA DICE)

Technical Designer

Technical Designer on an unannounced project where I'm building **prototypes** while supporting other roles in **implementation** and **bug fixing**.

Battlefield V (22 months and still ongoing, EA DICE)

Technical Designer

Latest installment of the **Battlefield franchise**. This title is still in development with me as a part of the **Core Gameplay** team. I started with **gamemode development** where I was owning the implementation of **features, bug fixing, performance testing** and offering technical support to other team members. I've since been moved over to the **Core Gameplay** team where I own the **scripting implementation/maintenance** of weapons/gadgets.

The Thief's Trail (7 weeks, Futuregames)

Lead Scripter, UI Designer and Game Designer

An Action game made in the Unity engine using **Scrum** at Futuregames. My main task during the project was to create an **enemy AI** and a **character controller**. The enemy was written in **C#** and it helped me to further enhance my knowledge in **state machines** and **code performance**. Both the AI and the character controller were controllable via **variables in the editor** to improve the workflow of the level designers. The project was managed using the **Scrum** methodology.

Escape from Castle Galdor (4 weeks, Futuregames)

Lead Scripter and Game Designer

A Futuregames VR Action game where you take on the role as a Wizard. My main task in this project was to create a **spell system** and an **inventory system**. I created two spell systems with a very **high focus on modularity**. Allowing the design of new spells just by changing variables and thus **shortening development time**. The inventory system had a focus on **simplicity** from a design and functionality perspective. Due to the nature of **VR**, **optimization** was always central in the development process and I learned a lot about **rendering systems** and **graphical optimization**.

Swingbot (2 weeks, Futuregames)

Lead Scripter, UI Designer, Game Designer and Network Programmer

A 2D platformer created in Futuregames. My main task was the **online score system** as well as the **character controller**. The **online score system** was made using a combination of **Blueprints Visual Scripting, PHP** and **MySQL**. It stored and sent score information from and to the game client in **real time**. The main characters were a **collaboration** between me and my scripting partner where I created the **core of the swing mechanic**. My prior familiarization with **C#** and **Unity** helped me learn **Unreal Engine** and produce results quickly in a **fast-phased production environment**.