



Name: Thomas Jansson
Phone: +46 (0) 762 57 6964
E-mail: thomas@thomas-jansson.se
Website: thomas-jansson.se
LinkedIn: linkedin.com/in/thomas-jansson
Location: Stockholm, Sweden
Languages: Swedish (Native), English (Fluent)

I'm a **game developer** with a focus on **scripting** and **game design**. With over **5 years of experience** in programming and 2 years of game development experience I now seek to further improve my skills.

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

Education

Futuregames - *Game Design*

2016 - Current

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.

Metapontum Gymnasium - *Science and Computer Programming*

2010 - 2013

During my time in high school I took a various amount of computer programming courses such as **C++**, **Python**, **PHP** and **MySQL**. I also learned core database management principles for large scale production websites.

Game Projects

The Thief's Trail (7 weeks, Futuregames)

Lead Scriptor, 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 Scriptor 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 Scriptor, 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.

Other Experiences

Opusnorden

2016 – Current

Front and back end web developer

I have worked on improving both the **front** and **back end** part of the company website. My main task has been to adapt the **code for new technologies**, as well as working on **search engine optimization**.
