



JOHAN NORR

TECHNICAL / SYSTEMS DESIGNER

SKILL AREAS

Technical Design

Very confident in technical design, experienced from various team projects as well as helping/teaching others.

Systems Design

Great knowledge in building systems both as a solo developer and by working in teams

SOFTWARE

- Unreal Engine
- Unity
- Visual Scripts
- C#
- Github
- Perforce
- Photoshop

LANGUAGES

Swedish - Native language
English - Fluent

REFERALS

Adrian Lowert,
Administrative Manager, Sensor Alarm

Please ask for contact information

CONTACT

+46 70 717 04 42
johan.norr@futuregames.nu

www.johannorr.com
www.linkedin.com/in/johan-norr

Stockholm, Sweden

EDUCATION

Futuregames, Higher Vocational Education
GAME DESIGN | Feb 2020 - Current

Selection of projects:

Kitty Kicks - 2 weeks

Did work as a Technical Designer in a team of six in a crash and burn project. This was done as the Corona outbreak started, were I learned how to adapt to working in a team online.

Hrafninn - 4 Weeks

Worked together in a team of nine people, online, as part of our second project at FG. Learned how to work as a technical designer in collaboration with both programmers and 3D.

Tessinskolan, Upper Secondary School
CIVIC MEDIA | 2006 – 2009

WORK EXPERIENCE

Tekniska Museet, Part time Employment
COURSE LEADER | Oct 2020 – Current

I hold courses on how to create games in Unreal Engine. The courses are aimed for teenagers and range from both beginner skill to intermediate.

Sensor Alarm Norden AB, Full time employment
HEAD OF SALES | Aug 2018 – July 2019

I worked as a manager for the sales department at an office in Spain, during my first two months we managed to increase our sales by 103%.

Eberspächer ETSW AB, Full time employment
TL SERVICE TECHNICIAN | Sept 2011 – April 2017

Led a small team working with preventive maintenance and services of robotics in the automotive industry, as well as urgent repairs of machines in production.