



JOHAN NORR

TECHNICAL / SYSTEMS DESIGNER

SKILL AREAS

Technical Design

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

Systems Design

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

SOFTWARE

- Unreal Engine
- Unity
- C#
- Github
- Perforce
- Miro

LANGUAGES

Swedish - Native language
English - Fluent

REFERRALS

Adrian Lowert,
Administrative Manager, Sensor Alarm

Please ask for referrals information

CONTACT

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EDUCATION

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

Tessinskolan, Upper Secondary School
CIVIC MEDIA | 2006 – 2009

WORK EXPERIENCE

Limit Break, Full-time Employment
GAMEPLAY PROGRAMMER | Jan 2022 – Current

Currently working full time for Pixadome where I did my internship, but as an employee for Limit Break. I will continue to work on Chenso Club until the release date, but with a slightly more programmer oriented role.

PIXADOME, Internship
SYSTEMS DESIGNER | Aug 2021 – Jan 2022

Working on designing and implementing new systems as well as adjusting existing systems. I also have done work balancing various gameplay elements and doing level design for their upcoming title Chenso Club.

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

Held courses on how to create games in Unreal Engine. The courses were aimed for teenagers and ranged 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%.