



## 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

*Selection of projects:*

#### Tarantella - 8 weeks

Did work as a Technical Designer in a team of six, remotely in Unity. I learned how to adapt to my role as a technical designer working without programmers, and to keep scalability in mind when writing scripts.

#### Hrafninn - 4 Weeks

Worked together in a team of nine people, remotely, 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 at teenagers and ranges 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.*