

# CV

## Hannes Lidbeck

### Commercial projects

#### **Down the Rabbit Hole**

2019 (coming holiday 2019)  
Unity 3d, C#  
PC VR, Sony PSVR, Oculus Quest

I got transferred to this title on a proof of concept stage, starting out with gameplay focused scripting. I then moved on to more system building tasks, including but not limited to interactions, save/load, tools and audio.

#### **WANDS**

2015 - 2018 (originally released 2016)  
Unity 3d, C#  
PC VR, Sony PSVR, Oculus Quest/Go/GearVR,  
Google Daydream, Pico, MiVR

I was the sole engineer on this project for its entire initial launch cycle and thus got to touch on all aspects of development, e.g. gameplay, UI, vfx, animation, etc. As we hired more engineers my role shifted into lead programmer where I could take a step back and distributing day to day tasks while focusing on building more long term systems.

### Work Experience

#### **Cortopia Studios**

2016 - present

Software Engineer

Unity 3d, C#

#### **Univrse AB**

2015 - 2016

Unity Scripter

Unity 3d, C#

#### **Lionbite Games**

2015

Software Engineer (work placement)

Unity 3d, C#

### Education

#### **Futuregames Academy**

2013 - 2015

Game Design / Scripting

Higher vocational education

#### **Södertörn University**

2012 - 2013

Game Design

University

#### **Agile Academy**

2011 - 2012

Agile project management

Higher vocational education

## Software & Skills

**Unity 3d**  
**C#**

Very good knowledge  
Very good knowledge

**Other software**  
**Other skills**

Git, Jira, SVN, Hansoft  
Certified Scrum Master

## Languages

**Swedish**  
**English**

Native tongue  
Very good knowledge