

CV

Hannes Lidbeck

Commercial projects

Down the Rabbit Hole

2019 - 2020 (released Q1 2020)

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 Q3 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 distribute 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