



Johan Hyberg

CV

Technical Designer / Game Designer

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Stockholm, Sweden

Education

GAME DESIGN

Future games | Stockholm
2019 - 2021

Higher Vocational Education, focusing on practical work. Multiple game projects to simulate the work at a studio. Second best school in the world, according to "The Rookies".

BEHAVIORAL SCIENCE

Tullinge gymnasium | Stockholm
2007 - 2010

Upper Secondary School. Teaches social studies with focus on behavioral science.

Key Projects

GOING HOME

Mechanical design, level design
johanhyberg.com/going-home

Top-down strategic adventure. Control three mice in this journey towards their safe haven, Mousetopia!

POK'OUR

Mechanical design, level design
johanhyberg.com/pok-our

3D speedrunner/platformer. Race your way through floating islands, using parkour moves. Throw your Pok-Ta-Pok ball in hoops to alter the course.

DUNES

Personal project
johanhyberg.com/dunes

First person shooter. Kill of your enemies and secure the sectors. Place traps and turrets to defend yourself in this low-poly world.

Work Experience

FACILITY TECHNICIAN

Lassila & Tikanoja | Stockholm
2014 - 2019

Various jobs in apartments and service areas. Teamwork is very important. High responsibility with constant deadlines of tasks.

Skills

Engines:

Unity
Unreal Engine

Scripting:

C#
Blueprints
Rapid prototyping

Design:

Mechanical design
Level design
Narrative
Puzzle Design

Tools:

Photoshop
Affinity Photo
Blender
Perforce
Scrum/Agile workflow

Languages:

Native swedish
Fluent english
Not danish