NICLAS BOHMAN

Gameplay Scripter | QA Analyst

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EDUCATION

Game Design | Futuregames | 2015 – (2017)
Higher vocational education with a focus on practical learning and game projects. The games have been made using Unreal Engine 4 and Unity 5 and have later been reviewed by a jury from gamestudios like DICE, Avalanche, King and Paradox. The education also includes courses in level design, game design, quality assurance and game psychology.

Game Programming (B.Sc. in Media Technology) | Södertörn University | 2012 – 2015
Bachelor's degree in media technology with focus on practical competence gained by game projects where designers, artists and programmers worked together to simulate real game projects. The games were made in Unity and coded in C#. The education focused a lot on programming in C# and C++ but also included courses in agile project management (Scrum), designprocesses, level design, post production, game rhetorics and games entrepreneurship.

Introduction to Java | University of Gävle | 2013
Expanded my programming skills by taking a introduction course in Java.

Leadership Training (VM-Resan part 1 & 2) | 2008
A two-part course in coaching and teambuilding. The first part focused on coaching yourself and included topics like self-confidence, art of listening and communicate, inspiration, motivation and participation. The second part focused on coachin others and included topics like how to become a team, communication and how to change vision to reality.

WORK EXPERIENCE

Trailer Actor | Swesale | Stockholm | Q2-Q3 2016
Contracted by *Swesale* to work for one of the largest game studios in Stockholm, to create a trailer for one of their unreleased games.

Focus Tester (Vermintide) | Fatshark | Stockholm | Q4 2015
Tested unreleased content for the game *Vermintide* and provided feedback to the development team.

Additional QA Tester (The Solus Project) | Teotl Studios | Stockholm | Q4 2015
Tested, documented and reported bugs and glitches in the game *The Solus Project* prior to release.

Focus Tester (Party Monsters) | Rovio | Stockholm | Q4 2015
Tested the game *Party Monsters* prior to release and provided feedback directly to the development team.

Digital Test Leader/Test Engineer | Scania CV AB | Södertälje | Q3 2015

Carried out digital test assemblies in the software's *Catia/Delmia* to verify new parts and components for trucks and busses. I was responsible to plan the tests (pre-meetings with concerned parties), create a 3D-environment in the software that matches the requirements for the test, do the 3D-simulation and document deviations, report the results and later follow up deviations and questions to verify that these have been fixed.

Scripter/Project Leader | Ion Game Design | Huddinge | Q1-Q2 2015

Worked as a scripter with focus on game mechanics and User Interface. Also got the opportunity to be project leader and SCRUM-master for one of the two projects I was involved in.

- *RoboCircuit*: A local multiplayer brawler game for mobiles where the game runs on a PC or a tablet and the player's smartphones acts as controllers. Did most of the C# gameplay scripting in Unity5 as well as all of the user interface scripting and implementation. Also did all of the animation scripting and implementation.
- *A Story About My Uncle (mobile)*: A mobile version of the released PC game. Was project leader and SCRUM-master.

3D-Visualization/Simulation | Scania CV AB | Södertälje | Q2-Q3 2014

Created and sorted article lists from a database so they matched the order they are assembled on the trucks. I also managed to improve the workflow by creating scripts in Excel that handled the sorting automatically based on previous article lists. The last weeks I got the opportunity to help out with some digital test assemblies. I did some simpler 3D-simulations in the software's *Catia/Delmia* to verify that the new truck components could be mounted as intended. I documented deviations and reported these to the engineers.

I had great use of being an easy learner and after a brief training session I was ready to use the software and work procedures used by the team. At the end of the summer I could even use functions in the software that the more experienced team members didn't knew existed.

Prototype Assembler/Area Responsible | Scania CV AB | Södertälje | 2006 – 2012

Test assembled and verified new truck components and work methods on the 'Development Line' before these were introduced. As global area responsible I also were responsible to document and present the new work methods and components to the other assembly plants in Sweden, France, Holland and Brazil.

OTHER MERITS

Board Member in the tenant-owner's association for *Östergården* | 2008 – 2012

Safety Officer for *IF Metall* at Scania CV AB, Södertälje | 2011 – 2012

GAME PROJECTS

Gameplay Scripter | Aegir: Submerged | Q2 2016

A top-down single player game made in Unity and scripted in C#. I scripted the mouse-only based player movement and created most of the gameplay scripting. I also animated and scripted most of the in-game events that the player could trigger and did all of the audio scripting in the game.

Network & Gameplay Scripter / Game Designer | Iron Might | Q1 2016

A multiplayer PvP game made in Unreal Engine 4 and scripted 100% in Unreal Blueprints. I did most of the network scripting and gameplay scripting, including animations on the ship in Unreal Matiné for the weapon

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A.I. & Gameplay Scripter | Ghost Chamber | Q3 2015

A top-down arcade game inspired by Pac-Man and Luigi's Mansion, made in Unreal Engine 4 and scripted in Unreal Blueprints. I scripted the A.I. behaviours for the ghosts and the final boss, I did some gameplay scripting like lights that reacts to the ghosts, spawning of ghosts during the boss encounter and visualization of the captured ghosts in the ghost chamber. I also created some in-game cut-scenes in Unreal Matiné and scripted triggers for these.

Gameplay & UI Scripter | Robo Circuit | Q1 2015

A local multiplayer brawler game created in Unity 5 and scripted in C#. The game runs on a PC or a tablet and the players connects to the game with their smartphones that then acts as controllers. I did most of the gameplay scripting as well as UI scripting and implementation. I also did all of the animation scripting and implementations.

SOFTWARE EXPERIENCE

- **Unity**
- **Unreal Engine**
- **Perforce**
- **Tortoise SVN**
- **Hansoft**
- **Sketchup**
- **Microsoft Office (Word, Excel, PowerPoint, Outlook)**

SCRIPTING EXPERIENCE

- **Unreal Blueprints**
- **C#**
- **Java**
- **Python**
- **Lua**
- **C++**

OTHER SKILLS

- **Scrum**