

Josephine Johnzon

XR Developer

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About

I am a creative problem solver with an eye for aesthetics. I love to build game systems with fun user interaction and feedback, and I strive to make tidy and effective code. My development style is user-centric with development decisions guided by user-testing. By putting function into creative and appealing environments, I develop immersive and interactive experiences. I am a fast learner and I always like to expand my competence, I enjoy coding on my spare time aside from work. My core competency is Unity development with C#, with a focus on VR and AR, but I also use other related softwares and programming languages in my work. View my work at:

josephinejohnzon.com

Skills

Game Developer:

Player controller, Environment interaction, Networking & multiplayer, UI, Inventory systems, Save & load systems, Npc behaviour, Nav mesh agents, Behaviour trees, GOAP systems, Keyframe animations, State machines, Procedural animation, Procedural environments, Connect SFX & VFX, Optimization

Game engines:

Unity (advanced level), Unreal

Platforms:

VR (Oculus Quest 2), AR (Android & IOS), PC

Programming:

C# (advanced level), C++, Python, Kotlin, R, VEX, HTML, CSS, VBA

IDE:

Visual Studio, Android Studio, Xcode, CodeLite, Jupyter, RStudio, VBE

Version Control:

Git (Sourcetree, GitHub)

Related skills:

Shaders, Houdini, Maya, Blender, Photoshop, Illustrator, Substance Painter

Languages:

Swedish, English

Education

XR Creative Developer, Hyper Island

Sep 2022 - Present

Education in XR development, including development for VR and AR with deployment for Oculus Quest 2 and mobile devices (Android & IOS). Mainly Unity development with C#, but also covered Unreal (C++), other XR development tools, and 3D modelling.

Finance and Real Estate, KTH

Aug 2018 - Jun 2021

Teknologie bachelor's degree, including courses in statistics with R, investment analysis and corporate law. My bachelor thesis was a statistic analysis made with R.

Fashion, Beckmans College of Design

Aug 2014 - Sep 2017

Bachelor's degree in fine arts, specializing in fashion design. Included courses in design, Photoshop and Illustrator. I made my internship in London and was prized for best graduation collection, which I showed at Paris Fashion Week.

Work Experience

Business Developer Sustainability, Myrspoven

Okt 2021 - Sep 2022

I was responsible for Sustainability and Economic reporting for this AI company. Tasks included analysing and building reporting tools with VBA, eg. economic reports for the board, sustainability and AI performance reports for new and current clients.

Project employee, KTH

Jun 2021 - Okt 2021

I wrote a couple of literature studies in English for a PhD and a professor at KTH, in the field of sustainable finance and real estate markets.

Economic assistant & graphic jobs, Stockholmia

Full-time Jan 2018 - Sep 2018, hourly Sep 2018 - Sep 2021

I made a website in wordpress, displays in shop windows, and various other graphic jobs. I was making account analysis, arranged rental agreements and handled post.

References

Tobias Björk, Head Business Developer at Myrspoven
Kent Eriksson, Professor at KTH
Daniel Höök, CEO at Stockholmia

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