



JOHAN HOLMÉR

GAMEPLAY SCRIPTER & DESIGNER

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SKILL SET

Programming Languages

C# C++ Blueprint

Management Software

Perforce SVN GIT JIRA

Game Engines & Frameworks

Unity Unreal SFML

Languages

Swedish English

GAME PROJECTS



Super Bash Goats - *Released*
Lead Scripter / Game Designer

(9 months, 2017)

A multiplayer brawler about goats headbutting each other. A **side project** that we worked on for 9 months.

Released on itch.io. Developed in **Unreal Engine**.

I primarily worked on Designing and Scripting the **combat mechanics** and **character controller**. I also worked on the User Experience and 2D Animations.



Anchored - *Released*
Gameplay- & AI Scripter / Game Designer / Project Lead

(8 weeks, 2016)

A RTS game about managing a settlement and surviving on top of floating islands. **Released** on itch.io. Developed in **Unity** and **C#**.

As a Scripter and Gameplay Designer, I was very involved in the **core gameplay-** and **combat design**. My main responsibilities were to script the **enemy AI**, spawning systems, **day & night cycle** and implement animations and VFX. As the **project lead** I managed the product backlog and planning.



Hook and Throw
AI Scripter / Lead Designer

(7 weeks, 2017)

A two-player coop puzzle game, developed in **Unity** and **C#**.

I scripted the **enemy AI**, an **overworld map**, the **menus** and implemented visual effects. As the **Lead Designer** I was responsible for the overall design of the game, planning and making sure the team had a coherent vision for the product.



Unlit
Gameplay- & AI Scripter / Game Designer

(4 weeks, 2017)

A **Virtual Reality** horror game for the **Oculus Touch**, made in **Unreal**. You play as a security guard in a mall where mannequins are out to kill you. I focused on the player world interaction, scripting the **weapon**, **enemy AI** and **created tools** for the level designers and artists to facilitate their workflow.

EDUCATION



Future Games

Higher Vocational Education

Game Design

(2016 - Present)

Stockholm

Future Games is the **leading** games education in Sweden. With a **practical** approach to teaching Game Development it aims to imitate industry standards, with **hands on** focus.



Uppsala University

University Degree

Game Design & Programming

(2014 - 2016)

Visby

Academic education with a **theoretical** and **practical** approach to teaching game design.



Fryshuset

High School

Natural Science Program & Programming

(2011 - 2014)

Stockholm

Natural Sciences Program with **Game Design** and **Programming** as part of their education.

OTHER EXPERIENCE



Lost Anchor Games

Degree Project

Gameplay Design & Scripting

(Q4 2017)

Stockholm

As part of my degree project, I worked together with the Game Director on the gameplay design. Also, I scripted various gameplay features in Unreal. We were working towards delivering a vertical slice to our publisher **FatShark**.



Paradox Interactive

Cities: Skylines - Natural Disasters DLC

Quality Assurance

(Q3 2016)

Stockholm

Reported bugs, issues and provided feedback to the developer **Colossal Order Ltd.** in the issue tracking software **JIRA**, while the DLC was still **under development**.



Right Nice Games

Skylar & Plux: Adventure on Clover Island - DLC

Level Design / Quality Assurance

(Q3 2016)

Stockholm

Created a time trial level using existing assets, as part of an unreleased DLC for the game.



Uppsala University

Project Manager & Scrum Master

(Q4 2015)

Visby

Mentored first year students and acted scrum master during their game project.
