

# Tobias Nilsson

## Software Developer

Passionate about pushing boundaries in Next-Gen, Mobile-First environments, I'm a highly motivated 31-year-old software developer eagerly seeking my next challenge. With a focus on Unity Engine, AR/VR technologies, and game development, I bring a hacker's mindset fused with a drive for performance optimization, scalable architecture, and innovative design-thinking.



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## Work experience

02/2020 - Current  
Berlin, Germany

### Software Developer - ZAUBAR

- Over 4 years and 20+ shipped apps
- C# / Python / GoLang / Swift
- CI/CD, Build Automation
- AR Foundation, ARCore Extensions, Unity-As-A-Library, Shader programming

09/2018 -

### Meta Start developer program

- Prototyped for Oculus Go, Meta Quest 1-3 & Pro
- Participated in Meta hosted XR Hackathons
- Lead dev on Cyber Cycle for the Oculus Go

2016 - 2017

### Pioneering State - Freelance VR development

- 360 real-estate walkthroughs
- Interactive VR music videos

## Education

2017 - 2020,  
Berlin, Germany

Media & Communication Management,  
Macromedia University of Applied Sciences

## Organisational / Communication skills

Creative Problem Solving Coching Decision making Loyalty Open minded

## Skills

Blender / 3D Asset authoring, Mobile Optimization and Profiling, ASP.NET & Microservices, Networking & Multiplayer, Git and Version Control

<https://www.pioneeringstate.com>