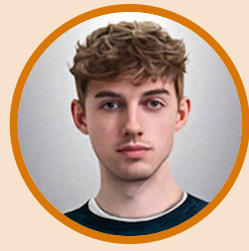


Tobias Nilsson

Software Developer | Unity & .NET | XR & Emerging Technologies



Creative Unity XR and Game/Software Developer with 7+ years of experience in crafting impactful, immersive and scalable XR games and applications, backend services and web development. Passionate about **mobile performance optimization**, shaders and software architecture.

📍 Berlin, Germany 📞 (+49) 151 56574770 @ tobias@actullava.com 🌐 <https://actullava.com>

[in Halfspacer](#) [🔗 Halfspacer](#)

Experience

ZAUBAR

Software Developer

Berlin, Germany

February 2020 to Present

- Shipped 20+ apps and games
- Spearheaded internal SDK and Tools development to drastically speed up concept-to-production and reduce onboarding times.
- Mobile optimization, Unity as a Library, WebGL.
- Porting 2D iOS/Android apps to various XR devices.

🌐 <https://zaubar.com>

Meta Horizon Start

Joined Meta's (Then **Oculus Start**) in 2019 after having worked on the well-received **Cyber Cycle** for the Oculus Go. Took part in the 2023 London XR Hackathon and attended Meta Connect 2024 as part of the Horizon Start cohort.

Actual Lava 2017-2020

Freelance XR Developer

Berlin, Germany

Worked as lead programmer on Cyber Cycle for developer Syntheon.

Also worked on a lot of smaller projects through Fiverr and other freelancing platforms.

🌐 <https://actullava.com>

Education

Macromedia University of Applied Sciences

Berlin, Germany

Bachelor's in Media & Communication Management

Skills

Unity

Advanced

UI, Multiplayer, WebGL, Shaders, Tooling, Unity as a Library, 3D Audio, AR/VR, Performance Optimization, Profiling

Web Technologies

Intermediate

React.js, Vue.js, Flutter, ASP.Net, Directus

Tools

Intermediate

Git, Jenkins, Docker, Linux, Blender, Photoshop

Projects

Slackeee

Firefox Browser Add-On

Slackeee (Slack End-to-End Encryption) is a browser extension designed to enhance privacy in peer-to-peer messaging on Slack by seamlessly encrypting messages between senders. Originally developed as part of TryHackMe's 2024 Cyber Security dev-athlon.

Humid-Net

Mid-Level Networking Framework

A mid-level multiplayer framework for Unity that aims to provide a clean and robust abstraction layer for Epic Online Services, without making too many assumptions regarding the higher level implementation.

Interests

Mentoring

Unity / Software Development

Lighting & Cinematography

for Film and Games