

Tobias Widmark

UX Researcher, Designer and Programmer

EXPERIENCE

Ericsson Research — *Experienced Researcher, UX & Design*

JANUARY 2021 - CURRENT

Developed patents and software for Extended Reality-devices (Meta Quest, Hololens 2 etc.) with focus on user experience design. Created an AR-app shown on Ericsson's showfloor at Mobile World Congress 2024, as well as the workflow/code to generate datasets for object detection in Blender (published as an academic paper). Various projects involving user experience research with Unity, WebRTC & remote rendering.

Space Station 14 — *Game Designer & Maintainer*

DECEMBER 2023 - CURRENT

Developer for the "Free Open Source Software"-game Space Station 14, with focus on game design and balance. Promoted to Maintainer August 2024, with responsibilities involving design of player content. Contributed with guidelines for design documents, spreadsheets for combat balance, refactoring the game's chat system, level design and additions to various game systems.

Game Maker's Toolkit — *Lead Organizer & UX Lead*

JULY 2018 - AUGUST 2024

Lead Organizer for GMTK Game Jam 2018-2024, with 32.000 participants during 2024. UX Lead for the web app GMTK Team Finder 2021, which was developed under 6 weeks and used to match 1400 teams with 94.000 back-end queries during its 2 active weeks in 2021.

Lunds University, Faculty of Engineering — *Product Design / Mechanical Engineering*

AUGUSTI 2016 - JUNI 2021

Engineering education, with the specialization of Product Design. Focused on product development, design and prototyping.

Extracurriculars include:

- Interaction design
- Product innovation
- Programming & Database Studies
- Virtual Reality - in Theory and Practice
- Entrepreneurship



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Portfolio:

www.tobiaswidmark.se

SKILLS

UX Design

Product development

Craftsmanship & Prototyping

Gamedev & Design

Digital Design

FDM & Resin 3D-Printing

C# / Unity / Javascript / React

HTML / CSS / SQL-Database

Adobe Photoshop / Illustrator /
Figma

Blender / 3DS MAX /
Solidworks / Fusion 360

Basic Electronics / Arduino /
Raspberry Pi

Driver's License (B)

Swedish, native

English, fluent