

# JOHAN SYLWANDER

## PERSONAL DETAILS

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Name: Johan Georg Sylwander  
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Date of Birth: February 17<sup>th</sup>, 1977  
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Portfolio: <http://johan.sylwander.com/>

## EDUCATIONAL DETAILS

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2003 – 2005                      2 – year education in **Program Development & System Design**, Nackademin, Stockholm, Sweden.

1996 – 2001                      **Master of Science studies in the Vehicle Engineering program** (Farkostteknik), In-depth Major Aeronautical Engineering (Flygteknik), at KTH, the Royal Institute of Technology in Stockholm, Sweden. Date of graduation: June 2001.

1992 – 1995                      Senior High School, Mechanical profile.

During my education at Nackademin I studied C++, object oriented design, .NET, Java, SQL and network related programming.

In addition to the different software development, mathematics, physics and mechanical engineer related courses I have read, I have also completed courses in: Advanced Aerodynamics, Aeroelasticity, Flight Mechanics, CAD 3D-Modeling and Visualization, Industrial Design, Lightweight Structures, Automatic Control Theory, Industrial Economics and Management as well as Environmental Technology and Work Science.

## COMPUTER SKILLS

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I am fluent in the following programming languages: C/C++, C#, Objective C, Java, .NET, HTML. My working experience with operating systems includes Windows, Linux, Mac OS and Unix. I have excellent knowledge of Havok Physics and Animation, Xbox 360 SDK, PS3 SDK, 3DS Max, Maya, DirectX, OpenGL, XNA, Matlab, AutoCad, Adobe PhotoShop and Microsoft Office.

## LANGUAGE SKILLS

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My native language is Swedish. I speak, read and write English fluently, and have moderate knowledge in French.

## WORK EXPERIENCE

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2011 – Now                      **Full-time work as Gameplay Programmer at Starbreeze Studios**

When I joined the Syndicate team in March, the project was going into the final stages of production. I worked on UI (implementing menus and iterating HUD), scripting (general gameplay), statistics and TCRs (among other things implementing a PS3 VOIP system). After my work on Syndicate was done, I started working on a team prototyping ideas for future projects using the Unreal engine.

2009 – 2011

### **Full-time work as Gameplay Programmer at Supermassive Games Ltd**

At Supermassive, I worked on Tumble, a launch title for the PS3 Move controller. My role on that project included writing high level gameplay code, frontend/HUD code and a Trophy system. I've also done some prototyping for an idea for a future game, using Havok vehicle functionality.

The last year I've mostly worked on (Havok) animation and physics related programming tasks, prototyping for an upcoming title for the studio. That work has included using 3 points of input (Head tracking via the PSEye and one Move controller in each hand) to control an in-game character with IK and ragdoll. Head tracking input is used to determine crouching/ leaning and the Move controllers are mapped to each hand, feeding back through the arms and upper body using IK.

2005 – 2009

### **Full-time work as Game Programmer at Avalanche Studios**

#### **PROGRAMMING ROLES**

I started working with general game programming and soon became responsible for the GUI code on Just Cause (the first title released by the studio). During the finishing stages of Just Cause, I was also responsible for TCR (Technical Certification Requirements) compliance on the Xbox 360. We passed the Xbox 360 TCR submission on our first attempt. Throughout the project I also worked on general game programming tasks.

When production started on Just Cause 2, I implemented the major part of a new Spawning system. Later I wrote a new Save/Load system together with a colleague. I've written a number of game objects used by level designers in our editor. Other work areas include the Aim system, Xbox 360 TCRs, Games for Windows TRs and GUI code support.

During the 2 projects at Avalanche Studios, I have worked with the following platforms: Xbox 360, PS3, Windows XP & Vista, Xbox and PS2.

#### **RESPONSIBILITIES**

I started as junior game programmer in 2005, but soon became responsible for certain parts of the code. As I grew in seniority, the responsibilities expanded and I was the main person responsible for the areas mentioned above.

For Just Cause 2, we adopted the Scrum methodology used in agile software development. In the last year, I've worked as ScrumMaster for different teams of 3-8 programmers, when there has been a need for it. The ScrumMaster plans the work of the team into Sprints (1-4 week periods of implementation), and monitors the progress of each Sprint by holding daily morning meetings with the team. When each Sprint is completed, the ScrumMaster presents the results to the rest of the company in a demonstration. The role of ScrumMaster was very interesting and rewarding, and I enjoy both the programming and the administrative parts of that role.

2003 – 2005

Part-time work as helpdesk employee at EUD Teknik

2001 – 2003

Full-time work at BGC AB

Summers 1999 – 2001

Full-time work at BGC AB

Summers 1997 – 1998

Worked full-time at Ericsson Telecom AB, repairing circuit boards

## **PORTFOLIO**

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My portfolio can be found on the following site:

<http://johan.sylwander.com/>

It shows images from the projects I've done and a brief description of the technologies used.

## LEISURE INTERESTS

When I occasionally have spare time, I enjoy spending it with friends and family, preferably in the Stockholm archipelago. One of my favourite pass-times is implementing new ideas in code (such as a multiplayer action game, physics-puzzle games, adventure games), most often in one of my own hobby engines. That way I'm constantly improving my skills and expanding my toolset. I also like to struggle with oil painting and black lead drawing, and for relaxation I usually listen to music or play with my cat.