Henrik Johansson

Associate Game Producer - Game Designer



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PROFILE

I'm Henrik Johansson, an Associate Game Producer with roots in Game Design with a focus on Level Design. My passion for game development started back in 2009 and it's been my goal since then to work in the industry.

I take pride in my work and strive to make my workplace the best it can be.

EDUCATION

Higher Vocational Education - Game Design Futuregames

2019 - 2021 | Stockholm, Sweden

Degree of Bachelor of Science - Main field of study: Media Technology

Blekinge Institute of Technology 2013 - 2016 | Karlshamn, Sweden

LANGUAGES

English

Swedish



PROFESSIONAL EXPERIENCE

Metaverse Team

Associate Game Producer 03-2022 - 05-2024 | Remote, USA Developed games on Roblox

The Gang Sweden

Game and Level Designer 01-2021 - 02-2022 | Stockholm, Sweden Designed games on Roblox

Hazelight Studios

Collision Designer 10-2020 - 12-2020 | Stockholm, Sweden Part-time job during school

Snow Moose Entertainment

CFO.

09-2017 - present | Sweden My studio for side projects.

GAMES

Time Travel Tower Defense 🗷

Co Lead Designer 10-2023 - 05-2024 Roblox tower defense game

Gardenia Bay Obby 🛮

Game Designer

2023 - 2023

Roblox Obstacle Course game created with Super League 🛮 .

Yas Island Tycoon

Co Lead Designer

12-2022 - 05-2023

Roblox Tycoon game developed with Super League ☑ . Worked as the main designer.

Nerf Island 2

Co Lead Designer

2022 - 2022

Roblox Multiplayer Game developed with **Hasbro**

Nerf Strike 🛮

Game Designer

2021 - 2021

Roblox FPS Multiplayer Game (The Gang Sweden + Hasbro ☑)

SKILLS

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It Takes Two ☑ *Collision Designer* + *QA* 10-2020 – 12-2020

The Secret of Gillwood - Steam

Solo Project

2016 − 2019

3D Person Puzzle Platformer