

Douglas Törn - Persson

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I am a **Technical Game Designer** with a keen interest in rapid prototyping and learning new stuff. Previous career in hospitality which I shifted from after finding myself in the inquisitive and creative nature of game development.

Experience

2025 – Present

Technical Designer | Toca Boca | Stockholm, Sweden

- [Toca Boca World](#)
- Unity, Github, Jira, Miro.
- Creating and implementing assets from start to finish.
- Prototyping interactive elements, visual scripting.
- Tool development and improvement.
- Acting as a pipeline between designers and developers.

2024 – 2025

Junior Technical Designer | Noid Studio | Stockholm, Sweden

- Unity, Github, Jira, Miro
- Developed an unreleased 3D multiplayer adventure game for mobile platforms with tweens as target audience.
- Prototyping interactive elements, icon generator tool, Unity NavMesh, visual scripting.
- Acted as a communicative pipeline between designers and developers.
- Preparations for weekly internal playtests and external playtests.

2022– 2023

Junior Developer | Resocialize | Remote from Stockholm, Sweden

- Unity, Github, Ready Player Me
- Conference app with a video game feel for remote companies.
- Character controller, prototyping interactive elements.

Skills

- Game Engine: Unity, Visual Scripting, Unreal Engine, Blueprints.
- Version control: Github, Perforce.
- Languages: Swedish (native), English (fluent), Spanish (intermediate).

Education

AUGUST 2024

Game Design | FutureGames | Stockholm, Sweden

Specialization in Tech Design

2017-2021

BBA In Hospitality Management | Les Roches Marbella | Marbella, Spain

Specialization in Entrepreneurship and Sustainability.

Activities

Trading Card Games: Magic the Gathering, Flesh and Blood, Star Wars Unlimited, Keyforge, Lorcana