



TOTTE MÖÖRK

XR CREATIVE DEVELOPER

CONTACT

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www.totte.tech

SKILLS

- Teamwork
- Strong communication skills
- Idea generation
- Adaptable
- Programming (c#)
- Unity (meta & openXR)
- Blender
- Microsoft Office Suite
- Driving licence (B)

LANGUAGES

- Swedish (Native)
- English (Upper-Intermediate)

REFERENCE

Given upon Request



PROFILE

Creative and supportive XR developer in training with a background in behavioral science and IT environments. Brings strong team energy, problem-solving skills, and a passion for continuous learning. Hands-on experience with Unity, C#, Blender, and Houdini, aiming for a generalist role in tech or game industries.



WORK EXPERIENCE

Interactive Materia 2025-2026

Intern - Developer & 3D Artist

- Develop Features in Unity with C#
- Create 3D assets for project with Blender

Beroendecentrum AVD.8, S.t Görans Hospital 2020- 2024

Mental caretaker

- Safety for and against patients (closed psychiatric ward)
- Inventory management
- Cooperation with Nurses and doctors to perform their duty towards patients
- Provided patient support and de-escalation when necessary

AV-Huset 2014 - 2018

Warehouse and AV-technican

- Check and update inventory
- Organise warehouse, prepare and handle orders
- Set up and dismantle event audio/video equipment
- Collaborating with event organisers and other staff to ensure that events run smoothly

Gustavsberg Aquatic center 2013 - 2014

Lifeguard and Facility/Customer Service Assistant

- Ensured visitor safety and enforced pool rules
- Managed reception, handled cash register
- Provided customer support
- Performed general facility maintenance and cleaning



EDUCATION

XR Creative Developer 2024- 2026

Higher Vocational Education | Hyper Island

B.Sc. in Behavioral Science with specialization in IT Environments 2018 - 2022

Informatics | Umeå University