



JONAS PETERSSON

GAME DESIGNER

TECHNICAL - LEVEL - AUDIO

CONTACT

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Portfolio:

<http://jonaspetersson.nu>

SKILLS

Tactful & creative **problem solver**
Proactive & engaged **worker**
Communicative **designer**
Perceptive **team member**
Fast & focused **learner**

TOOLS

Unreal Engine	Unity
Unreal Blueprints	C#
Wwise	Fmod
Perforce	Github
Visual Studio	Logic
DaVinci Resolve	Photoshop

AWARDS

Won Forsbergs Game jam 2018: Clownline
Won Arabic Game jam 2014: Unseen

LANGUAGES

Swedish: Native
English: Fluent

GAME PROJECTS

Responsibilities:

Prototyping
Level design
Technical audio design

“HORDE HAVOC” <http://jonaspetersson.nu/horde.html>

Key learnings:

Joint effort with the programmers resulted in an overall improved design and my collaboration with the artists provided new points of view to level design and improved workflow.

Responsibilities:

Project manager
C# scripting
Technical audio design

“BEATBORN” <http://jonaspetersson.nu/beatborn.html>

Key learnings:

The benefits of using agile and scrum. Cross-disciplinary communication kept the team moving toward a unified goal. The value of identifying and working around bottlenecks.

Responsibilities:

Visual scripting
Technical audio design
UX design

“QUEEN OF THE ELEMENTS” <http://jonaspetersson.nu/qe.html>

Key learnings:

The value of rapid prototyping and the importance of working within the right scope of a projects allotted time.

EDUCATION

Futuregames
2018 - Present

GAME DESIGN

Higher vocational studies focused on practical learning.

My Select Courses

Agile Workflow

- Peter Horvath (Avalanche Studios)

Advanced level design and rapid prototyping

- Kalle Nyström (DICE)

Unreal Engine 4 and Visual Scripting

- Tom Clamp (Hazelight)

Narrative design

- Jasmin Isdrake (CEO Playcentric Studios)

SAE

2017 - 2018

2009 - 2011

AUDIO PRODUCTION & INTERACTIVE AUDIO

Interactive Audio Program, learned FMOD, WWISE and C#.

Audio Production Program, learned all about recording techniques, mixing and mastering.

My Select Courses

Interactive Sound Design

- Joakim Sjöberg (Hazelight)

Music Production

- Craig Ruddock (SAE)

WORK EXPERIENCE

TEKNISKA MUSEET
2018 - 2019

TEACHER IN UNREAL ENGINE 4

The latest year I worked select weekends at Tekniska Museet, teaching the Unreal Engine 4 to young adults. Explaining what a designer does, how the basics of the engine works and teaching basic visual scripting.

ALADDINS UTHYRNING
2013 - 2018

DELIVERY DRIVER/MANAGER

Worked as a delivery driver with **managerial responsibilities** for **five years**. Apart from deliveries, my duties included scheduling the team of drivers and preparing large orders for shipping.

ROCK EXPERIENCE

THE REVOLTAS
2013 - Present

FRONTMAN AND SONGWRITER

Singer, guitarist, and songwriter in a four man band. Responsible for planning shows, rehearsals, recordings and collaborations.