

# Jonathan Persson

## Game Designer

📍 Uppsala, Sweden

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### Education

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#### Uppsala University

Game Design and Project Management

Sep 2019 – present  
Sweden

#### Uppsala Estetiska Gymnasium

Game Design

Sep 2015 – Jun 2018  
Sweden

### Professional Experience

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#### AVY Games, Inc.

Game Designer

Remote work on streamer Andrey "Reynad" Yanyuk's multiplayer card game "The Bazaar". Early development figuring out core game loop, card ideas, mechanics, game systems, UI/UX, basic lore, and dabbled in more. Designed to work on mobile, also planned release on PC.

Jan 2019 – Aug 2019  
United States

#### Goodbye Kansas (Pixel Grinder)

General Helper

Part-time job during school. Worked in 3D programs like Maya, did file management, camera rig building, and much more.

Jun 2016 – Jul 2018  
Sweden

### Projects

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#### Personal Mobile Game

Mobile Puzzle Game

Personal project during the summer to get better at Unity development (especially for mobile). Short puzzles with a simple grid system where you merge water droplets on lily pads.

May 2020 – Aug 2020

#### The Stump

Multiplayer Arcade Game

A ~7-week project, with 3 family-friendly competitive mini-games. I managed the team, concept, design, some programming, environment art, animation, and SFX. Play in browser below:

<http://jonathanpersson.itch.io/the-stump>

Apr 2020 – Jun 2020

### Skills

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#### Game Design

Specialized in competitive multiplayer games, lately strategy and card games

#### Team Management

Smaller game development teams

#### Art & Animation

Photoshop, Maya, Unity

#### Game Development

Unity, C#

#### Sound Design

Custom sound effects

#### Data Management

Google Spreadsheet