

# Jonathan Persson Game Designer

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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 (The Bazaar)

Game Designer

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

Jan 2019 – Aug 2019

### Goodbye Kansas

General Helper

Part-time job during school. I worked in 3D programs such as Maya, did file management, camera rig building, and much more.

Jun 2016 – Jul 2018  
Sweden

## Projects

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### Auto Battler Summer Project

Auto Battler

A prototype I made between my second and third year at University. The game is heavily inspired by Riot Games' Team Fight Tactics and was mostly made to test and improve my technical capabilities.

Jun 2021 – Sep 2021

### Ortus

3D Puzzle Adventure Game

Ortus is a second-year student project developed over two months in Unity. Solve 3D environment puzzles utilizing your remote-controlled boat in an atmospheric water-filled cave system on a distant planet.

Apr 2021 – Jun 2021

## Skills

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### Game Design

Wide range of experience

Most interested in skill-based games

### Team Management

Smaller game development teams

### Sound Design

Custom sound effects

### Game Development

Unity, C#

### Data Management

Google Spreadsheet (+Unity data gathering)

### Art & Animation

Photoshop, Maya, Unity, Motive, MotionBuilder