

Jonathan Persson Game Designer

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Education

Uppsala University <i>Game Design - Master of Arts</i>	Sep 2022 – present Sweden
Uppsala University <i>Game Design - Bachelor of Arts</i>	Sep 2019 – Jun 2022 Sweden
Uppsala Estetiska Gymnasium <i>Game Design</i>	Sep 2015 – Jun 2018 Sweden

Professional Experience

AVY Games (The Bazaar) <i>Game Designer</i> 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 <i>General Helper</i> 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 Uppsala, Sweden

Awards

Jury Spotlight Award - Card Game Won "Academic Excellence" by showcasing the game "Väsen" made for my degree project at Gotland Game Conference.	May 2022
Jury Spotlight Award - Tower Defense Game Won "Excellence in Genre" and was nominated for "Best in Show", "Best Level Design", and "Innovation Award" showcasing a nameless tower defense game at Gotland Game Conference.	May 2022

Skills

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