

Jonathan Persson

✉ jonper99@gmail.com

☎ +46705371412

🌐 jonathanpersson.com



Education

Uppsala University

Game Design - Master of Arts

Sep 2022 – Sep 2023
Sweden

Uppsala University

Game Design - Bachelor of Arts

Sep 2019 – Jun 2022
Sweden

Uppsala Estetiska Gymnasium

Game Design

Sep 2015 – Jun 2018
Sweden

Work Experience

Nexile

Technical Designer

I was primarily responsible for designing, animating, and implementing enemies and bosses in Unity. I developed tools and implemented features, made visual effects, and kept track of bugs related to combat.

Aug 2023 – May 2025
Uppsala, Sweden

AVY Games (The Bazaar)

Game Designer

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

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
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" at Gotland Game Conference.

May 2022

Skills

Game Design

Wide range of experience and interest

Game Development

Unity, C#

Team Management

Smaller game development teams

Art & Animation

Photoshop, Maya, Unity, Umotion, MotionBuilder