

Jonas Henrikson

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PROFESSIONAL PROFILE

Game Designer & Feature Owner - with skills in Leadership and Team Coordination

A broad technical and creative background enables me to speak the languages of both designers and developers fluently, bridging the gap between the two and communicating our visions and limitations clearly. My leadership style is to create a safe and supportive frame to enable the team to do their best work. Streamlining processes, solving problems, and removing obstacles - rather than controlling through authority.

I highly value open and precise communication, based in an honest and constructive mindset. I love languages, I love learning new things, I love being creative (writing, design, music, dancing, etc), and I constantly work on improving myself and my skills, especially in my relationships with other people. People tend to find me friendly, grounded, and very easy to talk to. I take pride in being able to make people around me feel safe and supported.

KEY SKILLS

Leadership | Analytical Skills | Team Coordination | Agile Methodologies | Scrum | Communication | Game Design | Level Design | Design Theory | Product Development | Gameplay Development | AI

FAMILIAR TOOLS

Jira | Confluence | Unreal Engine | Unity | Perforce | SVN | Visual Studio | Excel | Google Sheets

PROFESSIONAL EXPERIENCE

Massive Entertainment, Malmö — *Game Designer & Feature Owner* — AUGUST 2021 - CURRENT

- ❖ Worked on Avatar: Frontiers of Pandora and its following DLCs, driving the design and coordinating development of core AAA features, bringing them from concept to shipping by leading a multidisciplinary feature team of artists and developers.

Ängsbacka, Molkom — *Team Coordinator* — JUNE 2025 - AUGUST 2025

- ❖ Worked in the Sound & Light team, covering multiple festivals, concerts and events, with hundreds of participants. As a Team Coordinator I was responsible for scheduling, training team members on equipment and procedures, preparing and running live events, and supporting the venue and team with technical expertise.

Tarsier Studios, Malmö — *Gameplay Developer* — JULY 2018 - APRIL 2019

- ❖ Worked on The Stretchers - a family-friendly and hilariously action-packed game for the Nintendo Switch - focusing on NPC AI and using Unreal Engine 4, in a team talented artists and developers.

Star Vault, Malmö — *Gameplay Developer* — MARCH 2015 - JULY 2018

- ❖ Worked on Kitten'd - an immersive and whimsical VR game with virtual kittens - designing and developing NPC AI, VR gameplay and UX, using Unreal Engine 4. Shared very broad responsibilities in a small team, doing basically everything except art and backend.
- ❖ Also helped out as Gameplay Developer and UI lead on the MMORPG Mortal Online.

The Astonishing Tribe, Malmö — *Software Developer* — 2006 - 2014

- ❖ Worked as a Software Developer with focus on Prototyping and UX, creating astonishing prototypes, apps and interfaces for smartphones, tablets and other devices. Worked very closely with graphic and interaction designers and in-house API developers, using tools like Eclipse and Photoshop.

EDUCATION (in order of relevance)

The Game Assembly, Malmö — *Level Design & Game Design* — AUGUST 2019 - APRIL 2022

- ❖ Studied Level Design and Game Design in order to transition from programming to design. Roughly half of the education consisted of theoretical lectures and working on individual assignments, while the other half consisted of multi-disciplinary group projects, basically simulating working as a small indie studio on various genres of games.

Hyper Island, Karlskrona — *Design & Technology* — AUGUST 2001 - JUNE 2003

- ❖ Hyper Island uses a non-traditional method of "learning by doing" where students work in teams on projects for simulated or actual clients, as if each team were their own small design & development studio. Projects cover everything from branding and design to programming; from group dynamics, project planning and leadership, to how to develop an abstract concept into a coherent and commercially viable service or product that fits well with brand values.

Faculty of Engineering in Lund — *Computer Science & Math* — AUGUST 2003 - JUNE 2006

- ❖ Courses carefully selected for their relevance to game development, including e.g. Real-Time Graphics, Linear Algebra, Game Engine Development, Artificial Intelligence.

Lund University — *Theoretical Philosophy* — AUGUST 2003 - JUNE 2006

- ❖ The equivalent of a bachelor's degree, when combined with my studies in Computer Science. Courses included Logic, Linguistics, Philosophy of Science and Metaphysics.

CERTIFICATIONS

- ❖ **Certified Scrum Master** - by [scrum.org](https://www.scrum.org)
- ❖ **Member of Mensa Sweden** - documented IQ of "135 or more", corresponding to top 1% of the population

LANGUAGES

- ❖ **Swedish** - Native proficiency
- ❖ **English** - Full professional proficiency
- ❖ **Dutch** - Basic conversational
- ❖ **Spanish** - Basic conversational