Jonas Henrikson

Game Designer & Level Designer
with a background as Gameplay Developer

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EXPERIENCE (in order of relevance)

Tarsier Studios, Malmö — *Gameplay Developer*

JULY 2018 - APRIL 2019

- ❖ Worked on The Stretchers - a hilariously action-packed and family-friendly game for the Nintendo Switch - focusing on AI using Unreal Engine 4.

Star Vault, Malmö— *Gameplay Developer*

MARCH 2015 - JULY 2018

- ❖ Worked on Kitten'd, designing and developing VR gameplay, AI and UX, using Unreal Engine 4, Blueprints, and C++.
- ❖ Also helped out as Gameplay Developer and temporary UI lead on the MMORPG Mortal Online.

SouthEnd Interactive, Malmö — *Game Development Intern*

OCTOBER 2002 - FEBRUARY 2003

- ❖ Designed and developed game prototypes for PC and XBOX, using OpenGL and DirectX.

MTG Modern Games, Malmö — *Game Development Intern*

AUGUST 2002 - OCTOBER 2002

- ❖ Designed and developed game prototypes for web and mobile.

The Astonishing Tribe, Malmö — *Software Developer*

2006 - 2014

- ❖ Focused on prototyping and UX, creating apps, interfaces and demos for smartphones, tablets and other devices.

SAAB, Växjö — *Consultant*

MAY 2019 - AUGUST 2019

- ❖ Summer job helping out with UX and Code for Remote Air Traffic Control systems.

KEY SKILLS

Game Design

Level Design

Gameplay Development

Concept Development

AI

UX

Communication

FAMILIAR TOOLS

Unreal Engine

Unity

Perforce

SVN

Visual Studio

LANGUAGES

Swedish - Native proficiency

English - Full professional proficiency

ACHIEVEMENTS

Mensa member with a documented IQ of "135 or more".

EDUCATION (in order of relevance)

The Game Assembly, Malmö — *Level Design*

AUGUST 2019 - APRIL 2022

Studying Level Design and Game Design with the intent of transitioning fully from programming to design.

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.

Faculty of Engineering, 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, Lund — *Theoretical Philosophy*

AUGUST 2003 - JUNE 2006

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