

Mårten Jonsson

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**Game Design | Education | Project Manager | Producer | Production Pipeline | Publishing
Console | Mobile | f2p**

Education

University of Skövde - (2011-09 to 2012-06)
Serious Games – Degree of Master of Science
(Informatics)

University of Skövde - (2008-09 – 2011-06)
Bachelor of Arts with a major in Media Arts,
Aesthetics and Narration

Recordia – (2005-08 to 2006-11)
Qualified Vocational Education Degree in Audio
and Music Engineering

Gotland University – (2008-2009, part time
courses)
Concept Art I, Concept Art II, Flash Animation

Skills & Software

- Producer/Project Management
- Scrum/Agile Development
- Live-service
- Event Organization
- Education/Lecturer
- Game Submission/Release Management
 - Desktop
 - Console
 - Mobile
- Game Development
- Game Design
 - Level Design
 - Audio Design
 - Narrative Design
- International publisher relations

Work Experience

Super Cloud Fight (2026-01 - Ongoing)
Advisory Board for a new online F2P IP.

Omnisplay B.V (2025-07 - Ongoing)
Freelance developer. Working on an unannounced
web title.

Mojang AB (2024-08 to 2025-03)
Senior Producer. Working on an unannounced
game (currently under NDA). In charge of a team of
12, reporting to a mission lead. Responsible for
planning and maintaining the backlog,
communication with other teams,

Deloryan B.V (2022-09 to 2024-01)
Producer for Horse Reality

- Production pipeline and planning
- Live service
- Team management & training
- Project tracking
- Investor relations

Wild Viking Games (2024-03 – Ongoing)
Founder. Developing games for web platforms and
mobile.

- [Super Pop Blast](#) (HTML5, iOS, Android)
- [Bit Maze](#) (HTML5, iOS, Android) TBA

JMJ Interactive (2011-05 - Ongoing)
Founder. Released as a solo developer:

- [Robbotto](#) (PC, Switch)
- [Akihabara – Feel the Rhythm Remixed](#) (PC, Switch)
- [Akihabara - Feel the Rhythm](#) (iOS, Android, PC, UWP)
- [Star Sky](#) (iOS, Android, PC, Mac, Linux, Wii U)
- [Star Sky 2](#) (iOS, Android, PC, Mac, Linux, Wii U)
- [Star Sky 3](#) (iOS, Android, PC)
- [Meadowland](#) (iOS, Android, PC)
- [The Story of a World](#) (iOS, Android, PC)
- [The Story of a Star](#) (iOS, Android, PC)

- [The Story of a Sea](#) (iOS, Android) -
- [But to Paint a Universe](#) (iOS, Android, PC)

Tip the Velvet Economic Association (2017-04 to 2024-01)

Co-founder & club organizer

- Budget & bills
- Venue & tech
- Organization & Casting

The Game Assembly Vocational Education (2019-06 to 2022-08)

Educator - Level Design

- Lecturing on level design and game design
- Workshops and scripting in Unreal Engine
- Overseeing production pipeline and scrum planning in game projects

YRGO - Erasmus+ (2017-08 to 2019-05)

Project co-ordinator – GameEdu

- Writing grant application
- Compiling research data
- Meeting scheduling
- Project agenda

YRGO Vocational Education (2017-08 to 2019-05)

Lecturer – Game Design

- Lecturing on game design
- Tutoring/overseeing game projects

ABF (2017, part time courses)

Study leader

- Workshop and study circle leader on the topic of game development
- Workshop on creating arcade controllers

The Game Incubator Gothenburg (2015-01 to 2018-4)

Manager

- Managing a communal office space

Tableflip Entertainment (2014-03 to 2015-02, Gothenburg)

Head of Studio. Lead a team of 5

- Lead design
- Staff management
- Production pipeline

Molekylverkstan (2015, part time courses)

Workshop Hosting – Game Development

Gothenburg Science Faire (2015, part time courses)

Guest organizer - Game development

ITHS Vocational Education (2013-05 to 2014-03)

Educator – Mobile app development

- Lecturing on app design

ITHS Vocational Education (2013-05 to 2019-05)

Member of the educational management group

University of Skövde (2011-09 to 2012-06)

Tutor and lecturer – Game development

Volunteer Work

- Invited on scholarship – Devcom 2024
- Volunteer – Devcom 2023
- Organizer - GameJam+ (2021)
- Jury Member - Gotland Game Conference (2018, 2022 – 2025)
- Organizer - Global Game Jam, Gothenburg site (2017-2019)
- Co-founder - Kod:Ord
- Admin - Gamedev Gothenburg
- Representative - Developing the art and culture enterprises in Gothenburg

Speaker

- Indie Campus (2025)
- Gotland Game Conference (2025)
- Nordic Game Conference (2025)
- Castlejam (2018)

Non-games applications

Solo developed - *Days of the Year* (iOS)

University Projects

Project Audiction – Pre-study for games based on audio navigation.

Project Audionome - <http://www.diva-portal.org/smash/get/diva2:738944/FULLTEXT01.pdf>

Bachelor Thesis. - <http://www.diva-portal.org/smash/get/diva2:421912/FULLTEXT01.pdf>

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References upon request.