

Mårten Jonsson

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Hi, my name is Mårten Jonsson, currently residing in Göteborg, Sweden, and want to work with games. More specifically so, I would call myself a sound designer, a musician and an indie developer. I am proficient in sound and music, both with the technical and aesthetical processes involved, and I would say I have a very strong academic and practical knowledge regarding the inner workings of audio, having worked with many types of projects, in various environments. I am also a solo-developer on the side, giving me a way to try out new ideas, and learn more about everything that has to do with creating games. I'm looking for other people and companies that are passionate about creating good, fun games, and hope to hear from anyone fitting that description.

Education

Serious Games – Master's Programme (Computer Science, Ongoing)

University of Skövde - <http://www.his.se>

Bachelor of Arts with a major on Media Arts, Aesthetics and Narration

University of Skövde - <http://www.his.se>

Qualified Vocational Education Degree in Audio and Music Engineering

Recordia – <http://www.recordia.se>

Concept Art I, Concept Art II, Flash Animation

Gotland University – <http://www.hgo.se>

Commercial Work

Hello Adventure ([Free Lunch Design](#))

Platform – Facebook

Work - Sound Design

Bear in the Air (TBA, [Free Lunch Design](#))

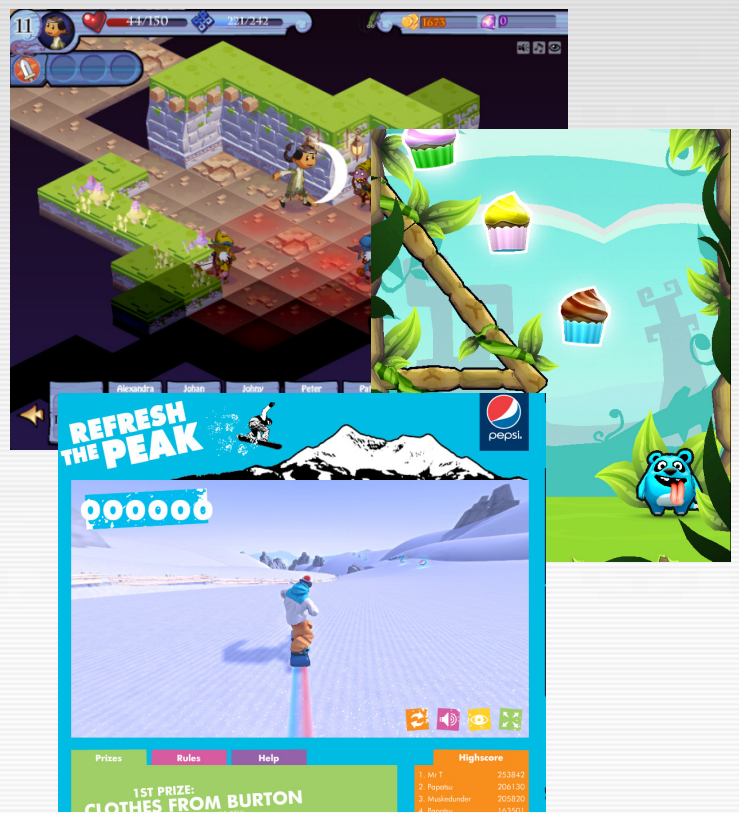
Platform – iOS

Work - Sound Design

Refresh the Peak ([Free Lunch Design](#))

Platform – Web

Work – Music & Sound Design



Project Jordlingar ([Museum of World Culture](#))

Platform – Installation

Work – Sound Design and Music in collaboration with Per Anders Östblad and Henrik Littke. Part of an exhibition.



Star Sky ([JMJ](#))

Platform – PC & iOS

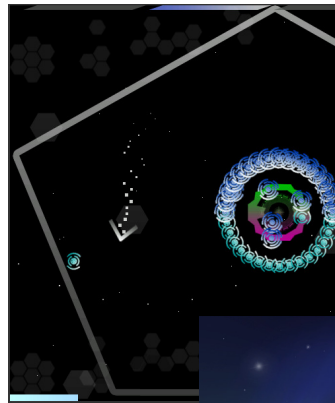
Work – Producer, Sound Design & Music



Melodia ([JMJ](#))

Platform – iOS

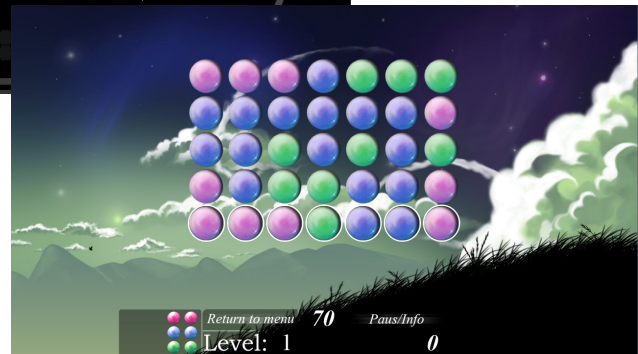
Work – Producer, Sound Design & Music



[R]Evolution ([JMJ](#))

Platform – Web

Work – Producer, Sound Design & Music



But to Paint a Universe (TBA, [JMJ](#))

Platform – PC, Mac, Linux, iOS & Web

Work – Producer, Sound Design & Music

University Projects

Project Audiction (In collaboration with [Dolphin Computer Access](#)) – Part of the Master's Programme

Platform – PC & Mac

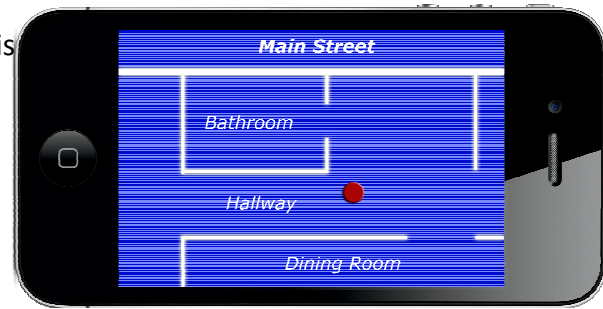
Description – A digital simulator for visually impaired people, aimed at hearing training. The simulator works completely without graphics.



Project Audionome (In progress) – Part of the Master's Thesis

Platform – iOS & Web

Description – A digital tool, aimed at visually impaired people. Functions as a map, virtually emulating a real-life location. Works completely without graphics.



Dove & Crow – Part of the Bachelor Programme

Platform – PC

Work – Sound Design & Music



Bachelor Thesis

I wrote my bachelor thesis on the subject of how to increase the quality and immersion of sound in games for social medias.

Other Work

- Freelance worker as Search Engine Optimizer for Google/Lionbridge
 - Lecturer and tutor at the University of Skövde, for game projects.
 - Guest lecturer at a local High School about game studies.
 - Supervised a music studio at a youth centre.
 - Several commercial music releases under the artistname Xeeke.
 - Several internships at various music studios in the Göteborg-region.
 - Have produced and content-created for several trailers.
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For sound clips and additional material, please visit

<http://www.jm-j.com/sound>