

Mårten Jonsson

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Education

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

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

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

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

Skills & Software

- Producer/Project Management
- Scrum/Agile Development
- 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

The Game Assembly Vocational Education (2019 – Ongoing)

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.

Tip the Velvet Economic Association (2017 – ongoing)

Co-founder & club organizer

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

JMJ Interactive (2011 – Ongoing)

Lead Game Director

- Production.
- Design.
- Release management.

YRGO - Erasmus+ (2017 – 2020)

Project co-ordinator – GameEdu

- Writing grant application.
- Compiling research data.
- Meeting scheduling.

YRGO Vocational Education (2017 – 2019)

Lecturer – Game Design

- Lecturing on game design.
- Tutoring/overseeing game project.

ABF (2017)

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

The Game Incubator Gothenburg (2015-2018)

Manager

- Managing a communal office space.

Tableflip Entertainment (2014-2015, Gothenburg)

Head of Studio

- Lead design.
- Staff management.
- Production pipeline.

Molekylverkstan (2015)

Workshop Hosting – Game Development

Gothenburg Science Faire (2015)

Guest organizer - Game development

ITHS Vocational Education (2013-2014)

Educator – Mobile app development

- Lecturing on app design.

ITHS Vocational Education (2013-2019)

Member of the educational management group

University of Skövde (2011-2012)

Tutor and lecturer – Game development

Additional Experiences

Hosting a podcast about retro gaming.

Organizer for GameJam+.

Jury Member for the Gotland Game Conference (2018 & 2022).

Invited speaker at Castlejam.

Co-organizer of gamejams with the purpose of constructing your own arcade cabinet in cooperation with Retropselsmässan.

Organizer of Global Game Jam, Gothenburg site (2017-2019).

Co-founder of Kod:Ord, a project to promote interaction between digital creators, and media.

Admin of Gamedev Gothenburg.

Live audio technician, freelance.

Guest lecturer at a high school on the subject of studying game development.

Guest lecturer on the subject of portable gaming for the city library of Gothenburg.

Part of the network for developing the art and culture enterprises in Gothenburg.

Several commercial music releases.

Nominated for a Swedish Game Awards.

Nominated for Best Emotional Game Design.

Nominated Fan Favourite of The Game

Development World Championship.

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 and list of commercial game releases upon request.