

Mårten Jonsson

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Experienced game & level designer. 11 commercial releases as a solo developer across mobile, desktop, and console. Two commercial mobile games as lead game designer. Also have extensive experience teaching game & level design using Unreal and Construct. Have also designed and released non-game mobile applications. Additionally, have a lot of production and management experience, along with event organising. For examples and videos, please visit <http://www.jm-j.com/portfolio>

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

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

Work Experience

JMJ Interactive (2011 – 2024)
Lead Game Director. Games released as a solo developer:

- [Robbott](#) (PC, Switch) - Platformer
- [Akihabara – Feel the Rhythm Remixed](#) (PC, Switch) – Puzzle/Rhythm
- [Akihabara - Feel the Rhythm](#) (iOS, Android, PC, UWP) – Puzzle Rhythm
- [Star Sky](#) (iOS, Android, PC, Mac, Linux, Wii U) – Walking simulator
- [Star Sky 2](#) (iOS, Android, PC, Mac, Linux, Wii U) - Walking simulator
- [Star Sky 3](#) (iOS, Android, PC) - Walking simulator
- [Meadowland](#) (iOS, Android, PC) – Exploration/puzzle
- [The Story of a World](#) (iOS, Android, PC) - Simulation
- [The Story of a Star](#) (iOS, Android, PC) - Simulation
- [The Story of a Sea](#) (iOS, Android) - Simulation
- [But to Paint a Universe](#) (iOS, Android, PC) - Puzzle

Deloryan B.V (2022-2024)

Producer for [Horse Reality](#)

- Live-ops
- Free-to-play economics

The Game Assembly Vocational Education (2019 – 2022)

Educator - Level Design

- Lecturing on level design and game design
- Workshops and scripting in Unreal Engine
- Creating templates and smaller projects

YRGO - Erasmus+ (2017 – 2020)

Project co-ordinator – GameEdu

- Writing grant application

YRGO Vocational Education (2017 – 2019)

Lecturer – Game Design

- Lecturing on game design
- Tutoring/overseeing game projects

ABF (2017)

Study leader

- 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. Games released as lead designer:

- [Cosmic Quest: Strike](#)
 - Mobile, f2p, puzzle
- [Space Run: To the Edge of the Universe and Back](#)
 - Mobile, f2p, autorunner
 -

Tip the Velvet Economic Association (2017 – 2024)

Co-founder & club organizer

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
- Invited speaker at Castlejam
- Co-organizer of gamejams with the purpose of constructing your own arcade cabinet in cooperation with Retrospelemässan
- 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>
