

# Mårten Jonsson

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Solbergsvägen 47, 16866, Bromma, Sweden

## 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

**Ljud och Bildskolan** (2002-2005)  
Gymnasiet, inriktning Media

## Skills

- 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

## Work Experience

**Gamechanger** (2021)  
Pilot project – Development Workshops

**The Game Assembly Vocational Education** (2019 –  
Ongoing)  
Educator - Level Design

**YRGO Vocational Education** (2017 – 2019)  
Lecturer – Game Design  
Guest lecture – UX Design

**Erasmus+** (2017 – 2020)  
Project co-ordinator and writer for the GameEdu  
project, working with Yrgo, Dania, Grafisch Lyceum  
Utrecht, and Keilir

**ABF** (2017)  
Workshop and study circle leader on the topic of  
game development and how to make your own  
arcade hardware.

**The Game Incubator Gothenburg** (2015-2018)  
Manager of “Indierummet”, a communal office for  
game developers.

**Molekylverkstan** (2015)  
Workshop Hosting – Game Development

**Gothenburg Science Faire** (2015)  
Guest organizer - Game development

**Tableflip Entertainment** (2014-2015)  
CEO – Game development

**ITHS Vocational Education** (2013-2014)  
Educator – Mobile app development

**ITHS Vocational Education** (2013-2019)  
Member of the educational management group

**University of Skövde** (2011-2012)  
Tutor and lecturer – Game development

**JMJ Interactive** (2011-ongoing)  
Founder/Owner – Game development  
Live audio technician, freelance

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## **Additional Experiences**

Hosting a podcast about retro gaming.

Organizer for GameJam+.

Jury Member for the Gotland Game Conference (2018).

Invited speaker at Castlejam.

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

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

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

Co-founder and accountant of Tip the Velvet Economic Association. (2017-ongoing)

Admin of Gamedev Gothenburg.

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.

## **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.