

# Mårten Jonsson

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Hilversum | The Netherlands

**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

**Wild Viking Games** (2024-03 – Ongoing)  
Founder

- Game design
- Game production

**JMJ Interactive** (2011-05 to 2024-01)  
Lead Game Director

- Production
- Design
- Release management

**Deloryan B.V** (2022-09 to 2024-01)  
Producer

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

**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

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### **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 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**

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

### **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.

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