



Jonas Petersson

Game Designer

Contact

kje.petersson@gmail.com

+46 073 085 96 61

Östbergatorget 3
125 73 Älvsjö

[Portfolio](#)

Software

Unreal Engine

Blueprint Visual Scripting

Unity

C#

Fmod

Plastic SCM

Perforce

Git

Reaper

Davinci Resolve

Skills

Prototyping

Documentation

Teamwork

Scrum/Agile

Visual communication

Software design

References

Supplied on demand

About me

Approachable, detail-oriented, passionate and empathetic.

I enjoy working within a project's set creative framework and innovating inside that space, finding solutions through shifts in perspective and achieving this by cross-team collaboration and playtesting.

My design process is mostly kept in-engine as I enjoy creating something playable as soon as I can, but I'm always open to learning new ways to work and deepening my understanding of game design as a craft.

Work history

2022.02 - present Lead Game Designer - *Dimfrost Studio AB, Norrköping (60% remote)*

- Shipped *Bramble: The Mountain King*
- Created several gameplay features from prototype to final iteration
- Promoted cross-team communication
- Developed several game concepts and mechanics
- Continuously held playtesting sessions and iterated accordingly

2020.08 - 2021.10 Lead Technical Designer - *Alteruna AB, Stockholm*

- Led the design team through several projects
- Developed NPCs with dynamic behaviour
- Developed an agnostic input system with both handtracking and controller support targeting Oculus Quest VR devices
- Prototyped several systems for handtracking interactions

Education

2018.09 - 2020.08 Futuregames, Stockholm
- *Higher Vocational Degree in Game design*

2009.09 - 2011.06 SAE, Stockholm
- *Bachelor in audio production*

Selected Projects

[Bramble: The Mountain King](#) - Game designer/Programmer - Unreal Engine

I joined the project late in production but was able to contribute meaningfully and helped ship the game.

[VR CPR Training](#) - Technical Design Lead - Unity
Alteruna AB

We developed an application with handtracking as the mode of input. Although the new technology proved challenging to work with, we saw the UX benefits clearly after some user testing.

I iterated on several versions of the input system and created NPCs the user could give commands to. We also experimented with connecting objects in the virtual world with real-world counterparts, providing tactile feedback for handtracking interactions.

[Beatborn](#) - Project lead - Unity

Futuregames

Together with our scrum master I planned our week-long sprints and ultimately decided what features to include or what to cut.

Also developed and implemented a dynamic music system, created the score system and wrote the original music.

[Horde Havoc](#) - Level designer - Unreal Engine

Futuregames

Designed and prototyped mechanics, created two levels and implemented all audio.

Volunteering

2018.10 - 2019.10 Unreal Engine teacher at Tekniska Museet

I taught the basics of the Unreal Engine and visual scripting to teenagers during select weekends.