Jonas Petersson
Technical Designer

Contact

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Portfolio

Software

Unity

C#

Unreal Engine

Blueprint Visual Scripting

Fmod

Wwise

Plastic SCM

Perforce

Git

Reaper

Davinci Resolve

Skills

Prototyping

Documentation

Teamwork

Scrum/Agile

Visual communication

Software design/SOLID principles

References

Supplied on demand

About me

Outgoing, detail-oriented, passionate end empathetic.

My attention to detail has given me a good sense of identifying pitfalls before they happen.

I'm passionate about new technologies and I usually take a pioneering role in researching and introducing new tech to a team.

I'm proficient in using and creating documentation about developing technologies.

Work history

2020.08 - 2021.10   Lead Technical Designer - *Alteruna AB, Stockholm*
- Led our design team through several projects
- Developed NPCs with dynamic AI behaviour
- Developed an agnostic input system with both handtracking and controller support targeting Oculus Quest Vr devices
- Prototyped several systems for handtracking interactions
- Prototyped a gesture recognition system

2020.01 - 2020.08   Technical Design Intern - *Alteruna AB, Stockholm*
(During my internship I had a lead developer as mentor)
- Systems design from paper to implementation
- Optimization techniques
- Profiling and debugging

2013.05 - 2018.08   Delivery Driver/Warehouse worker - *Aladdins Uthyrning AB, Stockholm*

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

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.

Gamma3 VR Surgery - Technical Designer - Unity
Alteruna AB
Developed a tool for building gameplay with easily rearrangeable states that changed the gameplay flow.

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.