Contact

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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

System design

References

Supplied on demand

Jonas Petersson
Game Designer

About me

Approachable, detail-oriented, passionate end empathetic.

I enjoy working within a projects 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 deepen my understanding of game design as a craft.

Work history

2024.01 - 2024.07   Game Designer - Coffee Stain North, Stockholm
- Shipped Goat Simulator 3: Multiverse of Nonsense
- Developed and iterated on designs
- Tweaked implementation of player and NPC controlled vehicles
- Fixed various issues and bugs

2022.02 - 2024.01   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
- Continuously held playtesting sessions and iterated accordingly

2020.08 - 2021.10   Lead Technical Designer - *Alteruna AB, Stockholm*
- Led the design team through several projects
- Prototyped several systems for handtracking interactions
- Researched and tested emerging technologies and workflows

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

Goat Simulator 3: Multiverse of Nonsense - Game designer - Unreal Engine
I only worked on the project in the last six months before shipping but was able to contribute to designs and implementations of various systems.

Bramble: The Mountain King - Game designer/Programmer - Unreal Engine
I joined the project late in production but was able to contribute meaningfully.

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.

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.