

JONATHAN JONSSON

GAME PROGRAMMER



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PROFILE

I'm a senior research engineer who decided to follow my passion - within the gaming industry!

Currently, I am finishing my internship at DICE and am looking for employment as a programmer

SKILLS

- C#
- C++
- Unity
- Unreal 5
- Strong communication
- Project management

EDUCATION

GAME PROGRAMMER

Forsbergsskola

2021 - Current

- Write **clean, maintainable code** according to **SOLID-principles**
- Develop games in **Unity** and **Unreal 5** for **PC** and **mobile**
- Program in **C#, C++** and **blueprint**.
- Use source-control (**Git**)
- Use **test-driven development**
- Work **cross-discipline** - Art, Design and Sound
- **Network** and **Async** programming

LANGUAGES

Swedish - Native

English - Fluent

MSc CHEMICAL ENGINEERING

Chalmers University of Technology

2008 - 2014

- Obtained a master's degree in chemical engineering
- Master's thesis: Macroscopic and Rheological Characterization of Capillary Alginate Gels
- **Coded simulation of a chemical plant in MatLab**

HOBBIES

Spending time with family

Playing games

Brewing beer

Playing Golf

WORK EXPERIENCE

SOFTWARE ENGINEER INTERN - DICE

Internship

2023-01 - 2023-10

- **Tools:** Frostbite, C++, C#, XML
- Worked in several gameplay-related areas
- Mainly worked in **C++** and **Frosted**
- Wrote and utilized external tools using **XML** and **C#**

INTERN - WELEVEL

Welevel

2022-07 - 2022-08

- **Tools:** Unreal 5
- Developed **Climbing System** for **Welevel** and their game **Solid River**
- Developed as a **Modular Game Feature** using **Unreal Blueprint**
- Using **Enhanced Input System**, **Motion Warping** and adapted to the current systems in the game
- **Successfully implemented into the game**

SENIOR RESEARCH ENGINEER

Sandvik Coromant AB

2017- 2022

- Project manager within research and development
- **Managed teams** between **3 - 12** people
- Successfully managed a team to build prediction tools based on research data
- Collaborated with IT-department to launch a **new R&D IT-system**
- **Coached managers** to implement LEAN/Agile way of working in their departments

STUDENT PROJECTS

BROKEN STRINGS - GROUP - 6 WEEKS

- **Tools:** Unity, C#
- Developed for **mobile**, published on **google play**
- Collaborated cross-discipline according to scrum
- **Responsibilities:**
 - Persistent save and load system
 - Developed fusion system, level gem slot system and loot boxes, using a **data-driven design**, utilizing the **MVC pattern** and **Observer pattern**
 - Integrating UI logic for the metagame
 - Sound implementation
- [Link to github project](#)

TRAVELING SALES PERSON-PROBLEM - SOLO - 4 WEEKS

- **Tools:** Unity, C#
- **Algorithm project**, solving the **shortest path** between **all cities** on a map, **returning to the starting city**.
- Used a modified **Dijkstra** method with a **priority queue** and a **min heap**
- Working on mobile
- [Link to github project](#)

GAME JAMS

SPACE TIME! - SOLO - BTP GAMEJAM #3

- **Tools:** Unity, C#, Audacity, Aseprite,
- **Theme:** Less is more
- A small arcade game where you have to clear enemy waves, but when the timer is as close to zero as possible in order to maximize your score
- [Link to project](#)