

Jonas Henrikson

Game Designer & Feature Owner
with a background as Gameplay Developer

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Portfolio: tamlin.se

PROFESSIONAL EXPERIENCE (in order of relevance)

Massive Entertainment, Malmö — *Game Designer & Feature Owner*

AUGUST 2021 - CURRENT

- ❖ Working as Game Designer and Feature Owner on Avatar: Frontiers of Pandora, driving the design and development of core AAA features, bringing them from concept to shipping with a multidisciplinary team of artists and developers.

Tarsier Studios, Malmö — *Gameplay Developer*

JULY 2018 - APRIL 2019

- ❖ Worked on The Stretchers - a hilariously action-packed and family-friendly game for the Nintendo Switch - focusing on AI using Unreal Engine 4.

Star Vault, Malmö — *Gameplay Developer*

MARCH 2015 - JULY 2018

- ❖ Worked on Kitten'd, designing and developing VR gameplay, AI and UX, using Unreal Engine 4, Blueprints, and C++.
- ❖ Also helped out as Gameplay Developer and temporary UI lead on the MMORPG Mortal Online.

SouthEnd Interactive, Malmö — *Game Development Intern*

OCTOBER 2002 - FEBRUARY 2003

- ❖ Designed and developed game prototypes for PC and XBOX, using OpenGL and DirectX.

MTG Modern Games, Malmö — *Game Development Intern*

AUGUST 2002 - OCTOBER 2002

- ❖ Designed and developed game prototypes for web and mobile.

The Astonishing Tribe, Malmö — *Software Developer*

2006 - 2014

- ❖ Focused on prototyping and UX, creating apps, interfaces and demos for smartphones, tablets and other devices.

KEY SKILLS

Game Design
Communication
Leadership
Level Design
Design Theory
Gameplay Development
Concept Development
AI

FAMILIAR TOOLS

Unreal Engine
Unity
Perforce
SVN
Visual Studio

LANGUAGES

Swedish - Native proficiency

English - Full professional proficiency

ACHIEVEMENTS

Mensa member with a documented IQ of "135 or more".

EDUCATION (in order of relevance)

The Game Assembly, Malmö — *Level Design*

AUGUST 2019 - APRIL 2022

Studying Level Design and Game Design with the intent of transitioning fully from programming to design.

Hyper Island, Karlskrona — *Design & Technology*

AUGUST 2001 - JUNE 2003

Hyper Island uses a non-traditional method of "learning by doing" where students work in teams on projects for simulated or actual clients, as if each team were their own small design & development studio.

Faculty of Engineering, Lund — *Computer Science & Math*

AUGUST 2003 - JUNE 2006

Courses carefully selected for their relevance to game development, including e.g. Real-Time Graphics, Linear Algebra, Game Engine Development, Artificial Intelligence.

Lund University, Lund — *Theoretical Philosophy*

AUGUST 2003 - JUNE 2006

The equivalent of a bachelor's degree, when combined with my studies in Computer Science. Courses including Logic, Linguistics, Philosophy of Science and Metaphysics.