

PORTFOLIO

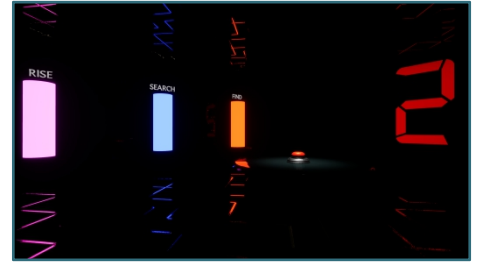
Game Programmer



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FALL

April-May 2021



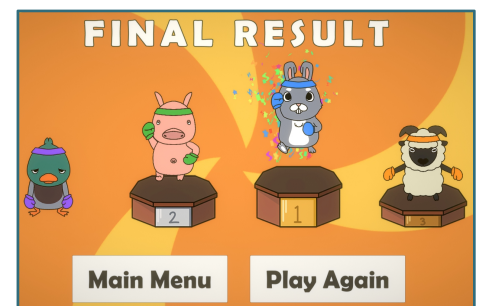
1 programmer | 3 weeks | Unreal Engine / Blueprints

Fall is a first-person mystery divided into three levels delivering differently flavored themes and puzzles. My goal was to create a small but complete experience with a narrative twist.

drive.google.com/fall (full-game download)

FRANTIC FOUR

Nov-Dec 2020



3 programmers / 4 artists | 7 weeks | Unity / C#

Frantic Four is a fast-paced local multiplayer game where four animals are thrown into intense battles. While one animal desperately tries to outrun and outsmart its

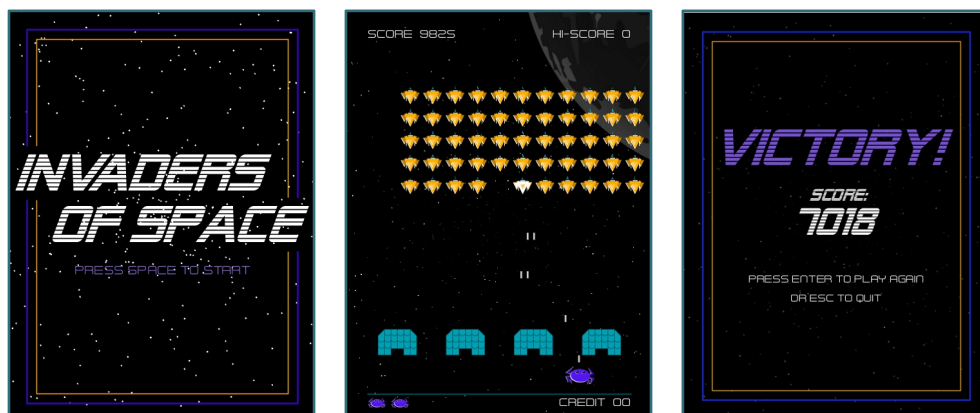
pursuers, the other three have to race and fight each other for the kill. *Frantic Four* was based on my game design (see link below), which was selected as one of eight games to be developed by programmers and artists at Yrgo. My focus, except for game design, was mainly on character animations, graphic implementations, player feedback and the core game loop.

itch.io/franticfour

drive.google.com/franticfourGDD

INVADERS OF SPACE

Oct 2020



2 programmers | 1 week | Processing / Java

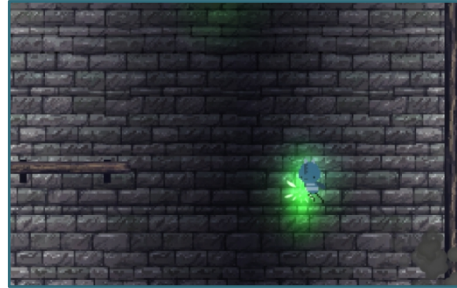
Invaders of Space is a different version of the classic Space Invaders where you control an armada of ships attempting to eradicate one evil alien. My main focus was creating all graphic elements and special effects (which are code-generated), but I also worked a lot on the overall design, gameplay and core loop.

github.com/invadersofspace

GAME JAMS

A CHILDHOOD MEMORY

Jan 2021



3 programmers / 2 artists | 4 days | Unity / C#

A game about a toy that has been thrown into a well and is now trying to get back to its owner. An atmospheric platform adventure with double- and walljump mechanics. I worked mostly on the players movement and abilities.

itch.io/achildhoodmemory

NIGHT OF THE LIVING DATE

Feb 2021



3 programmers / 3 artists | 3 days | Unity / C#

A playful mixture of zombie shooter and dating simulator. Submitted as one of 33 entries in the International Educations Game Jam it was chosen by a specially invited jury as the #1 game. I was responsible for the dating simulation aspect, which included setting up player progression and flexible win- and lose-states.

itch.io/nightofthelivingdate