LINUS JONSSON

linus_jonsson@hotmail.com | +(46) 70 262 78 69
1980-07-14

EDUCATION

GAME CREATOR PROGRAMMER   2020 - 2022

Yrgo, Göteborg

Higher vocational education focusing on programming and game production while also providing the fundamentals of game design. Strong emphasis on C# and Unity, but the''' core mechanics of Unreal Engine is also covered. A major part of the education is project-based; all students are required to continuously collaborate in groups, creating various types of games.

CARTOON - GRAPHICS I   2006 - 2007

The Joe Kubert School, New Jersey USA

Well-established college delivering a high quality and challenging education in cartooning and graphic art. Various courses like graphic design, animation and lettering is also part of their core program.

SERIESKOLAN   2002 - 2003

Kvarnby Folkhögskola, Malmö

An artistic education covering the various aspects of creating comic books.

ABOUT ME

A hard-working student who is dedicated to learn as much as possible. The goal is to become a versatile game programmer.

Spare time is spent with family and friends. Games, movies and comic books are frequently devoured along the way.

CORE SKILLS

C#	Unity
Java	Processing
Blueprints	Unreal Engine
GitHub	Photoshop
Agile/Scrum	

LANGUAGES

Swedish - Native tongue
English - Very high proficiency

OTHER

Driver's license

WORK EXPERIENCE

Warehouse manager / Merchandiser   2018 - 2020

Elgiganten, Göteborg

Warehouse manager / Store manager   2007 - 2018

Movieline, Göteborg

Assistant store manager   2003 - 2005

Game, Malmö

Assistant manager   2004 - 2008

KFUM Summer Camp, Örebro

REFERENCES

Robert Esbjörnsson

Teacher, Game Creator Programmer, Yrgo

E-mail: robert.esbjornsson@educ.goteborg.se

Phone: +(46) 728 567 280

Per Olsson

Owner / CEO, Movieline

E-mail: per.olsson@movieline.com

Phone: +(46) 706 303 008

PORTFOLIO

itch.io/franticfour

Local 4-player battle PVP. A seven week long project that included both programmers and artists. My main focus was game design, animations, graphic implementations, and core game loop. Created with C#/Unity.

itch.io/childhoodmemory

My first game jam experience resulted in a moody platform adventure.

itch.io/nightofthelivingdate

This game jam submission is a playful mixture of zombie shooter and dating game.

github.com/invadersofspace

A project where I, and one more programmer, developed our own version of Space Invaders in one week. Created with Java/Processing.

www.linkedin/linusjonsson

LINUS JONSSON

linus_jonsson@hotmail.com

+(46) 70 262 78 69