



# ARON JÖNSSON

Gameplay & AI Programmer

## PROFILE

I am a happy, friendly and easy-going game programming student currently looking for an internship. I have studied many different aspects of game development and discovered what I most enjoy, working together to make games.

## CONTACT

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## SKILLS

C++  
C#  
Unity  
Unreal Engine  
Perforce  
SVN  
Agile & Scrum

## INTERESTS

Sports

Games

Nature

## LANGUAGES

Swedish – Native  
English – Fluent

## EDUCATION

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### **Game Programming** **The Game Assembly**

**2020 -**

At the Game Assembly I deepened my knowledge of C++ and game programming subjects such as AI, Design Patterns, and Algorithms. Simultaneously working in teams to produce eight games, three of which were made in our own engine, letting me further my planning and communication skills.

### **Game Development – Game Writing** **University of Skövde**

**2013-2016**

Studied Game Development with a focus on storytelling. The education had a wide array of different courses ranging from Game Analysis to the basics of C++ programming, and different storytelling techniques. Also participated in two full time game projects spanning 10 weeks each as a Game Writer.

## WORK EXPERIENCE

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### **Machine Operator and Process Operator**

**Skånemejerier, Malmö**

2017-

Operated and maintained Tetra Pak packaging machines before moving to managing the different processes of a dairy plant.

### **OMC Operator**

**Nokas Security, Skövde**

2016-2017

Worked in an emergency call center that oversaw Nokas cash handling in Sweden.

### **Machine Operator**

**Österlenmejeriet, Lunnarp**

2010-2015

Operated and maintained Tetra Pak packaging machines.