

STEFAN JONSSON

Technical Designer | Business Developer



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EXPERIENCE

Frogsong Studios, Malmö– Design Lead

April 2014 – Now

As Design Lead at the company I have been spear-heading creative direction, game design and level design in every stage of development. Worked hands-on with heavy-duty scripting, level design and gameplay prototypes.

During 2014-2016 I switched back and forth between working part- and full-time.

Frogsong Studios, Malmö– Co-Founder | CEO

April 2014 – Now

As the CEO of the company my primary function has been business development and deal-making. Doing everything from B2B dealmaking, CRM, pitching, budgeting, networking/conferences/client outreach, recruiting and more. During 2014-2016 I switched back and forth between working part- and full-time.

The Game Assembly, Malmö– Head Level Design Educator

December 2014 - 2017

Started out as a part-time Educator and stepped up to a Full-time employment by September 2015 responsible for two level design classes, teaching two curriculums in parallel. Ran the programme alone the first year.

EDUCATION

The Game Assembly, Malmö– Level Design

2011- 2014

An advanced vocational education programme in subjects ranging from all foundations of level design, game design, scripting and game engines. I did my internship at *Defrost Games* (August 2013 – April 2014).

Vadsbogymnasiet, Mariestad– Drama & Dance

2007 - 2009

Graduated high school with drama and dance as special subjects with mathematics and english as extra-curricular courses.

Primary developer skills

Game- & Level Design
Prototyping
Creative direction
Visual scripting
C# Programming
Light-weight tools dev

Secondary developer skills

Light composition
3D-modeling (Fundamentals)
Materials (Fundamentals)

Management skills

Business development
Networking & representation
Management
Production planning
SCRUM & Agile workflow
Pitching & Dealmaking
Budgeting
Recruiting

Game engines

Unreal Engine 4 & 5

Unity

Defold (Fundamentals)

Languages

Swedish - native tongue
English - full professional proficiency

Cambridge English-course certificate (advanced highschool degree)

GAME PROJECTS



River Towns, Frogsong Studios

2023 - 2025 | Unreal Engine 5

Game Designer - Responsible for game design and creative direction. Developed prototypes for game mechanics and paper designs.

Product Owner - Responsible for aligning the project with the company goals. Heavily influenced the creative direction of the game. Pitch creation, pitching, budgeting.

Landed a publishing deal in July -24 with Metaroot Publishing and Stray Fawn Publishing.



Multiple Prototypes, Frogsong Studios

2019 - 2024 | Unreal Engine 4 & 5 | Unity3D

Game Designer - Over the years our studio has created several prototypes in the hunt for finding our next titles. Some of the prototypes have been made over days to weeks long game jams while others have been month long projects that we ultimately decided to shelf.



Satisfactory, Coffee Stain Studios

2022 - 2023 | Unreal Engine 4

Game Designer - Paper designing content for the live game as well as suggesting designs for post-release updates and long-term direction of game progression.

Business Developer (for Frogsong) - Created pitch, pitched, budgeted, negotiated and signed the project for a team size of 16 developers.



VR Adventure Game [CANCELED], Coffee Stain Publishing

2019 - 2022 | Unreal Engine 4

Lighting Artist & Game Designer -Setting up lighting pipeline mixing static lightmap baking, vertex painting light and dressing with emissive environment art. Spent time on balancing and testing player controller and feedbacking programmers on game feel.

Producer - Created pitch, pitched, budgeted, negotiated and signed the project for a team size of 14 developers.



Goat Simulator 1: Remastered, Coffee Stain Publishing

2019 - 2020 | Unreal Engine 4

Level Dresser & Lighting Artist - Rebuilding pre-existing scenes with assets provided by artists, collision passes and light composition.

Producer -Co-created pitch, pitched, budgeted, negotiated and signed the project for a team size of 14 developers.



Dungeon Reset [CANCELED], Frogson Studios

2007 - 2009 | Unreal Engine 4

Game Designer -Responsible for game design and level design. Worked in the project by feedbacking game pitch, creative direction, game- and level design.



D-Corp, Frogson Studios

2019 - 2020 | Unreal Engine 4

Game- & Level Designer - Contributed in game design and level design during all stages of production. Prototyping game mechanics and creating levels from idea to fully playable.

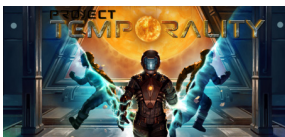


Spellsworn, Frogson Studios

2014 - 2018 | Unreal Engine 4

Game Designer - Responsible for game design. Focused on gameplay balance, theory-crafting, paper-designs of spells and playtesting.

Business Developer - Co-created pitch, budgeted and pitched the project for a team size of 6 developers. Pushed the game to become a F2P game. Handling contacts for launching our Kickstarter campaign and direct contact with Steam regarding changing the business model from Premium to F2p.



Project Temporality, Defrost Games

2013 - 2014 | Sparta 3D game engine

Level Design Intern - Worked on level design and testing/QA during the final stages of the project.



Zombie Invasion RTS [CANCELED], Defrost Games

2013 - 2014 | Unity 4.x

Level Design Intern - Game design and level design during pre-production on a real-time strategy game where you control the zombie horde. Prototyping game mechanics and tools scripting.



Minecraft City Visualisation

2014 | Minecraft

Level Design / Subcontractor

Constructed the district Alby, Stockholm in Minecraft over 9 days. I was also responsible for communication with my employer's client.

GAMIFICATION & SIMULATORS



Mining Equipment game, Sandvik Group AB

2019 - 2024 | Unity 5

Jack-of-all-trades Developer

Responsible for putting together a promo-game for web and PC to be showcased at conferences. Did everything from programming, design and art.
Unity, Autodesk Maya, Photoshop.

Producer & Business Development

Created pitch, pitched, budgeted, negotiated and signed the project for a team size of 3 developers. Responsible for client contact and feedback.



Mobile Cranes game, Demag

2019 - 2024 | Unity 5

Jack-of-all-trades Developer

Responsible for putting together a promo-game for web and PC to be showcased at conferences. Did everything from programming, design and art.
Unity, Autodesk Maya, Photoshop.

Producer & Business Development

Created pitch, pitched, budgeted, negotiated and signed the project for a team size of 3 developers. Responsible for client contact and feedback.



Air Traffic Control Simulator, Saab & Luftfartsverket

2019 - 2024 | Unity 4.x

Artist

Responsible for combining satellite pictures with heightmap data, merging them into landscapes and placing them with correct polar coordinates. Worked in qGIS, Unity, Autodesk Maya, Blender, Photoshop and custom tools.

Producer & Business Development

Created pitch, pitched, budgeted, negotiated and signed the project for a team size of 3 developers. Responsible for client contact and feedback.