



JONATHAN ROZENBERG

Game programmer

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Contact

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Lund, Sweden

Skills

Proficient in:

- C++
- Visual scripting
- Visual Studio
- Perforce
- YouTrack
- Custom engine work
- Agile methodologies

Familiar with:

- C#
- HLSL
- Unity
- Unreal Engine
- Game writing & narrative design

Soft skills:

- Interdisciplinary communication
- Admin & organisation

Languages

- Swedish (native)
- English (fluent)

About me

I'm a game programmer with a passion for narrative design and tools development. I love being the enabler for my team. In games, I play DPS and tank - in real life, I play support.

Education

Aug 2024 - present

The Game Assembly, Malmö

Game programming

- 2 years vocational education (YH) + 7 months internship
- 7 game projects with team sizes of 13-20 members including level designers, artists, animators, and tech artists
- Primarily C++ for custom engine, with some use of C# (Unity) and Unreal Engine
- Specialization in visual scripting for dialogue systems
- Course work covers AI, algorithms, tools development, UXD, DirectX 11, shaders, design patterns, and software architecture

Aug 2015 - Jun 2018

University of Skövde

Game writing

- 3-year BA program in game writing and narrative design
- Two major game projects on 10-week production schedules
- As project manager on our first project, I led daily standups and weekly progress meetings.
- On our second project I was lead writer and marketer. Tasks included VA casting and directing, character bios, a social media marketing campaign, and liaising with local industry for location scouting.
- Course work included general game design, prototyping and dramaturgy

Aug 2009 - Jun 2014

Lund University

BA in English

- Bachelor's degree in English literature
- Other classes in linguistics, theology, philosophy, sociology



Work experience

Oct 2019 - Jan 2020

Pat-o-Logic Studio (contract work)

Writing consultant

- Writing, testing and minor game design for "Talk it Out", Pat-o-Logic's guessing game for Nintendo Switch

Jan 2018 - Mar 2018

Shinezone Network

Production intern

- 10-week internship in Shanghai, China
- Tasks included narrative design, mission design, game testing and writing dialogue for mobile games.

Other work

Oct 2021 - Aug 2024

O'Learys

Chef

- Sports bar with high influx of guests during peak hours
- Multi-tasking and time management in a high-stress environment
- Responsible for kitchen management, including admin, inventory, weekly grocery orders, and hygiene & food safety procedures

Nov 2018 - Jun 2020

Spelkollektivet

Staff

- Co-working, co-living space for international indie developers
- Volunteer until April 2019, then hired as kitchen manager
- Ran my own kitchen (solo), including inventory, menu planning and recipe development, adapting to varying dietary restraints
- Proven track record of feeding game developers