



PONTUS JONSSON

CONTACT

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PRIMARY SKILLS

- C++
- Agile development
- SCRUM

SECONDARY SKILLS

- Unity
- C#
- LUA

MORE INFO

Drivers license

Language: Swedish, English

REFERENCES

Available upon request

PROFILE

In the workplace I am hard working, attentive and can give feedback on something presented to me, I also value my coworkers feedback. Communication is key when it comes to collaboration and I try to nurture an environment where everyone is comfortable to voice concerns or give praise.

I am currently looking for opportunities to contribute to an exciting project and to learn and develop my skills in game programming. I mainly gravitate towards Animation-, Gameplay-, UI- and script programming but I am open to other opportunities aswell.

WORK EXPERIENCE

- **Paradox Interactive**

Programmer | September 2020 – April 2021

- **Release**

- **Imperator: Rome 2.0, Marius Update**

- Role: Programmer

- Tasks: Focused mainly around Gameplay, UI and script.

- **Crusader Kings 3**

- Role: Programmer

- Tasks: Focused mainly around Gameplay, UI and script.

- **Trafikverket**

Train traffic information agent | 2010 – 2021

The work consisted of informing train passengers of delays and disruption in train traffic.

EDUCATION

- **The Game Assembly**

Game programmer | 2018 - 2021

Focus on Animation and Gameplay programming in C++.

The education concluded with an internship at Paradox Interactive.

- **Faculty of Engineering LTH at Lund University**

Computer Science | 2009 – 2011

- **Computer Science**

- Theoretical knowledge of programming and math.

- **Technical Preparatory**

- Complementary education in math, physics and chemistry to be able to apply to the education to become an engineer.

INTERESTS



LETTER OF RECOMMENDATION

Malmö, 2021-03-19

To whom it may concern

I hereby recommend Pontus Jonsson as a junior programmer. Pontus reported directly to me during his internship at Paradox Thalassic and was mentored by our most senior programmers both in Malmö and Stockholm on his daily tasks as he helped out releasing Imperator 2.0 - Heirs of Alexander with great quality. The 2.0 release was received by the community with great reviews and was Imperator's most successful update to date.

Pontus was an appreciated member of the team and took initiative as well as communicated thoroughly to his leads on status of tasks as well as flagged for delays when they happened.

His velocity was high, he is dedicated and a fast learner.

Pontus also showcased a broad set of soft skills that made working from home during the pandemic easier for both me as a manager and the team as a whole by strengthening the team spirit.

Unfortunately, we weren't able to offer Pontus a position within the company after the internship ended due to the fact that we simply didn't have any open junior positions to fill as studio strategy changed during 2020.

Do reach out if you have any further questions about Pontus time at Paradox Thalassic.

Lars Håhus

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