

JONAS KRANTZ

PROGRAMMER

krantzdev.com



SUMMARY

A curious and dedicated game developer, with an eye for user experience and game juice. I love learning new things, and I pick up new ideas quickly and experiment. I'm a focused, solution-driven person, with passion to spare.

SKILLS



Comfortable with JS, CSS & HTML

Basic experience in various industry-standard programs like Maya, Photoshop, 3D Studio Max

Also skilled in sound design

Swedish - Native

English - Fluent

EDUCATION

The Game Assembly Malmö

Programming

2019-2021

- Group work, creating 8 games of different caliber, from planning to polish to release.
- Worked on many different aspects of programming, like graphics, tools, gameplay, and optimization.



EXPERIENCE

Frogsong Studios

Programmer

2022-Current

- Working on both internal and external projects
- Working with many different facets of programming, like tools, UI, and gameplay, as well as sound and VFX
- Working on non-game projects
- Lots of experience with Unreal Engine 4/5



Nox Academy

Programming instructor

2018 - 2020

- Instructor in programming and game development. Teaching youths from ages 12 to 16.



ABOUT ME

At my core, I like to become engrossed in what I do. I love learning new things, and I pick up new ideas quickly and experiment. I am a stubborn problem solver, even through seemingly insurmountable odds. I love working in a team, and I care deeply about my teammates. I see passion, compassion, and curiosity as my core tenets. I have also participated in many game jams, like Global Game Jam and Ludum Dare.

七転び八起き。

Fall down seven times, stand up eight.

I believe in fail faster, that you learn the best from your mistakes, and I always look to learn as much as possible from every step I take. I prefer quick iteration times and finding solutions swiftly and thinking about ways they don't work, and then iterating and making them as good as can be.