

PONTUS JONESTRÖM

Project Manager / Game Designer

Project Manager with experience in game development, management and haunted houses. Has a positive, problem-solving attitude and a creative mindset.

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Portfolio
www.pontusjonestrom.com

EXPERIENCE



Level Designer / Project Manager, Hi-Bit Studios

Stockholm, March 2022 - August 2023

- Designed and prototyped gameplay mechanics through paper prototyping
- Implemented level designs, collaborating with the team to enhance gameplay
- Managed project tasks, overseeing QA tickets in collaboration with the producer



Production Manager, Gröna Lund

Stockholm, April 2021 - May 2022

- Led the creative design and production plan for five haunted houses
- Doubled visitor capacity through effective layout changes and process improvements
- Introduced new cross-departmental collaboration processes to enhance efficiency
- Planned recruitment process of actors in collaboration with hiring team
- Developed design documents to ensure high-quality production standards



Operations Manager, Gröna Lund

Stockholm, Oct 2016 - Oct 2020

- Managed operations for 31 amusement park rides, ensuring efficiency and experience
- Supervised 6 team leaders and approximately 100 ride operators each summer
- Implemented a comprehensive team leader onboarding program
- Implemented e-learning for ride operators, ensuring consistency and saving time
- Analyzed ride statistics, presented data to relevant departments, and optimized capacity

EDUCATION



Game Designer, Futuregames

Stockholm, 2021 - 2023

- Comprehensive 2-year program focusing on game design, development, and production
- Gained hands-on experience in game design, project management, and Agile methodologies



Computer Game Development, Stockholm University

Stockholm, 2020 - 2021

- The first year of the game development bachelor at Stockholm University



Documentary in the World, Röda Korsets Folkhögskola

Stockholm, 2015 - 2016

- One year course in documentary filmmaking
- As exam project, me and a team of two other students produced a short documentary about refugees in Uganda

SKILLS



Jira



Excel



Unity



C#



Unreal



Blueprints



Perforce



Git