

Curriculum Vitae

PERSONAL DETAILS

Jonas Hellberg
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Date of birth: 19830125-3335



OBJECTIVES

I want to bring my knowledge and creative mind of Audio Design to your company, and with your team's knowledge get inspired and evolve even further as an Audio Designer.

PERSONAL QUALITIES

I'm a good team player with a big heart for games. I have a creative mind with eyes and ears for quality.

DEGREE

Blekinge Institute of Teknology, Karlshamn

August 2006 – June 2009

Bachelors-degree exam in Digital Sound Production.

Knut hahn, Ronneby

August 2000 – June 2003

High-school exam in Information Technology

WORK EXPERIENCE

VisualDreams, Norrköping

February 2011 – March 2011

Sound Design for the game; Herman the Hermit - available on Apple's Appstore.

I also worked on three smaller games for the Samsung Bada platform.

URL: <http://www.visualdreams.se>

Doctor Entertainment AB, Uppsala

January 2010 – July 2010

Working on a game called "Puzzle Dimension" that features adaptive audiovisuals, where your movement and progression affects the graphics and music as you play.

My role's in the project was: Audio Director, Audio Designer, Composer.

The game is released on PC, MAC, and recently PS3.

Metascore: 84

URL: <http://www.doctorentertainment.com>

Tekgroup, Ronneby

January 2002 – January 2005

part time job, working with computer support, and educator for old people.

INTERNSHIP

Tarsier Studios, Karlshamn

December 2009 – January 2010

Working on a Virtual social hub (Playstation Home) for Sony Computer Entertainment. My role's on the project was: Audio Director, Audio Designer.

The hub is available on Playstation 3.

<http://www.tarsier.se>

Starbreeze Studios AB, Uppsala

September 2008 – June 2009

Working on three AAA title's; The Chronicles of Riddick: Assault on Dark Athena, A canceled game based on the Jason Bourne franchise, and one TBA titel.

My role on these projects was: Junior Audio Designer.

The Chronicles of Riddick: Assault on Dark Athena is available on PC, PS3, Xbox 360.

Metascore: 80-82

URL: <http://www.starbreeze.com>

NON-PROFIT WORK

The Chamber Choir of Karlshamn, Karlshamn

April 2007 – June 2007

With a computer, mixer and a A+B microphone setup, me and two friends recorded a 35 people big Choir in a Church. We also mixed most of the recordings afterward.

Reaktor Sydost, Ronneby

May 2006 – August 2006

A project where I composed copyright free music in different styles, to aid young filmmakers.

<http://www.reaktorsydost.se/freesound> (In Swedish)

LANGUAGES

Swedish, Mother tongue

English, Fluent

ART

Painting and drawing since I was a kid, self learned and experienced in the Adobe Photoshop, Adobe/Macromedia Flash.

DRIVING LICENCE B

RECORDING

Experience in Studio recording and field recording with different microphones and setups.

SOUND COMPOSITION AND TOOL'S

Experience in making music and sound effects in: Sony Vegas, Steainberg Cubase, Propellerhead Reason, Pro Tools, Adobe Audition\Cool edit.

Game Development tools: Ogier SDK, Playstation Home SDK, Traktor SDK, FMOD SDK

REFERENCES

Carl Vikman: Head of Sound at EA DICE

During my student-internship at Starbreeze Studios as a Sound Designer, Carl took me as his apprentice. By learning by doing and lot's of feedback on my work, I learned a lot about Sound. Carl is a good director and team manager. Coming from the music industry, he has the ears and mind from the recording studio, and always pushing the company to evolve the Sound Design. I had a great experience working with Carl, and he made me evolve as a person, and Sound Designer.

cvikman@gmail.com

Jesper Rudberg: CEO & Game Producer at Doctor Entertainment

Jesper was the producer and director for Puzzle Dimension. He allso had the last word on everything I worked on at Doctor Entertainment. Jesper has a open mind with great idea's which made him a bless to work with.

jesper@doctorentertainment.com