

Curriculum Vitae

Jonas Herlov Waever

SUMMARY

Game designer qualified to an MSc in Game Design and a BA with a major in Film and Media Studies and a minor in Digital Aesthetics and Communication. I have years of game modification experience from personal projects, and I specialise in level design, content design, and writing. I enjoy projects which involve cooperating in an inter-disciplinary team.

EDUCATION

- **2009 - 2011 IT University of Copenhagen**
MSc Game Design, 10.6 average (12 scale), thesis grade 10 (A equivalent)
- **2006 - 2009 Copenhagen University**
BA Film and Media, 8.9 average (12 scale), thesis grade 12 (A+ equivalent)
- **2002 - 2005 Rødovre Gymnasium (upper secondary school)**
Mathematical STX, 10.0 average (13 scale)

PROFESSIONAL EXPERIENCE

- **Creative Director**
Logic Artists ApS (2011)
- **Webmaster**
The Work Environment Secretariat (2008 - 2010)
- **IT System Support**
Administration Centre of the Ministry of Culture (2005 - 2008)

Since 2011, I have had my own game development company, Logic Artists ApS, which I co-own with three former class mates. In addition to the owners, the company employs a composer and an illustrator as freelancers, plus a graphics artist intern. We are currently finishing up an adventure/strategy game for mobile platforms. As the creative director of such a small studio, I handle all design responsibilities.

PERSONAL EXPERIENCE

For many years, I have worked on a variety of different game projects next to my studies and my paid work. The games I've worked with include *StarCraft*, *Half-Life*, *Deus Ex*, *Warcraft 3*, *Neverwinter Nights*, and *Neverwinter Nights 2*. I am familiar with the Unity engine, Epic's Unreal Development Kit, Valve's Hammer editor, BioWare's Aurora editor, Obsidian's Electron editor, and I've dabbled in Bethesda's Elder Scrolls toolset for *Oblivion* and the CryEngine Sandbox Editor 2 for *Crysis*. I have solid knowledge of Uscript and NWScript, both of which scripting languages are based on Java, as well as working knowledge of C#. I also have working knowledge of Adobe Photoshop up to CS5, with which I've produced world textures, GUI graphics, and textures for 3D models for my projects, and I have experience with audio recording and editing tools GoldWave and Audacity. I also maintain a game design weblog at rooc.otp.dk/blog.

SELECTED PROJECTS

THE NAMELESS MOD (2002 - 2009)

I held a leading position on an international development team working on a large total conversion modification of *Deus Ex*. My credits on the project include level design, 2D art (particularly world textures), dialogue and cinematics (over 195,000 words of dialogue and six cutscenes), in-game text, and VO direction. *The Nameless Mod* was widely covered in the games press upon release, most notably in Australian game magazine PC PowerPlay, where the mod was reviewed in the section normally reserved for commercial games and given an overall score of 9 out of 10 (better than any other game reviewed in that issue). TNM was also featured in German magazines GameStar and PC Games, Polish magazine CD-Action, British magazine PC Gamer, Swedish magazine PC Gamer, and Danish magazine PC Player. At the time of writing, *The Nameless Mod* has had over 50,000 downloads and retains a user rating of 9.7 out of 10 on ModDB.

BROKEN DIMENSIONS (FEBRUARY - MARCH 2011)

As part of a team of 13 students, I joined the March production at the Danish Academy of Digital Interactive Entertainment (DADIU) as Game Designer. My role on the team was to design and tweak a context-sensitive control scheme, design and build 3D levels with puzzles, and to write and implement the dialogue for the antagonist in English and Danish. I also organised play tests and user experience tests. Broken Dimensions was well received by the panel at the final evaluation, with special complements paid to the puzzle design. The national newspaper Politiken gave the game 5 out of 6 stars, also emphasising the quality of the puzzles. In November 2011, Broken Dimensions was chosen for inclusion in the "Space Invaders" exhibition of videogames as modern art in the Nikolaj art museum in Copenhagen.

THE BITTER TASTE OF BLOOD (2003 - 2004)

I released a city adventure module for *Neverwinter Nights*, in which the player takes on the role of a newly sired vampire. The project took 6 months including quality assurance. In January 2009, the module was inducted into the Hall of Fame of IGN's Neverwinter Nights Vault community site. At the time of writing, *The Bitter Taste of Blood* has a score of 8.74 out of 10. Developing *The Bitter Taste of Blood* required constructing tile-based areas and populating them with objects and NPCs, setting up triggers and enemy encounters, writing dialogue trees, and scripting events and sequences with NWScript. I'm most happy with the game structure, which was an attempt to implement certain characteristics of the Looking Glass Studios school of game design into a *Neverwinter Nights* module - most notably a player-centric plot with affordances for several different play styles such as combat, stealth, or diplomacy.

RELEVANT WEBSITES

My portfolio:	www.jonaswaever.com
Logic Artists:	www.logicartists.com
The Nameless Mod:	www.thenamelessmod.com
Broken Dimensions:	www.brokendimensions.com
The Bitter Taste of Blood:	snurl.com/nwvaulbtob