

Curriculum Vitae

Jonas Herløv Wæver

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 5 years of professional game design experience and years of game modification experience. 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 been the co-owner of Logic Artists ApS, an independent game development studio with 20 full-time employees. As the creative director of Logic Artists, I serve as lead designer and writer on all projects. I also use the position as an opportunity to dabble in many different development responsibilities, in order to fully understand the work of everyone on the team.

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 CS6, 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 have also been invited to speak at GDC on two occasions.

SELECTED PROJECTS

EXPEDITIONS: CONQUISTADOR (2011 - 2012)

I formed Logic Artists with two class mates shortly before graduating in 2011, and we immediately began working on Expeditions: Conquistador, a tactical turn-based RPG for Windows, Mac, and Linux. My main responsibility was writing all text for the game (just over 220,000 words), but as the lead designer on a team of only 7 people at the time, my work also included level design, gameplay programming, and whatever other tasks fell through the cracks. Expeditions: Conquistador was published by BitComposer and was released on Steam and other digital platforms as well as retail in Germany, Italy, and Spain. It received a Metacritic rating of 77 with a user score of 8.2 on Metacritic and 8.4 on Steam.

CLANDESTINE (2012 - 2015)

After Expeditions: Conquistador, Logic Artists began work on our next game, a 3rd person stealth/hacking game. Clandestine features an innovative co-op dynamic where two players collaborate to complete missions in very different ways - one as a spy infiltrator in 3rd person gameplay and the other as a supporting hacker in a purely interface-based type of gameplay. In addition to directing the design of Clandestine, I wrote all dialogue and other text in the game and set up all the in-game cutscenes. I also designed and built three of the missions and coded all the mission scripting. Clandestine was self-published exclusively on Steam and received a Metacritic rating of 70 with a user score of 7.8 on Metacritic 79% on Steam.

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.

RELEVANT WEBSITES

My portfolio:	www.jonaswaever.com
Logic Artists:	www.logicartists.com
The Nameless Mod:	www.thenamelessmod.com
Expeditions: Conquistador:	www.conquistadorthegame.com
Clandestine:	www.clandestinethegame.com