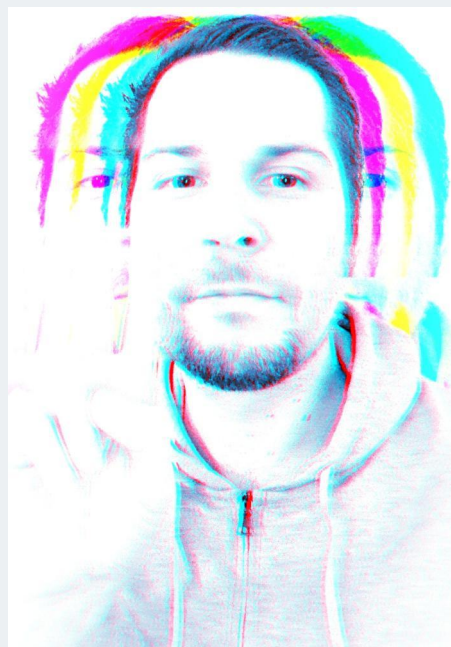


HELLO, IS IT ME YOU'RE LOOKING FOR?

Hi, I'm Jason Kato

With experience from working both independently, in cross functional scrum teams, on location, remote and abroad, I'm user oriented, always striving to make the experience as awesome as possible. My interest lies somewhere between retro and future, tech and design.

6 years of experience with Unity development (Android, iOS, PC, VR) - from idea to finished product.
10+ years of experience in development.



PORTFOLIO

jasonkato.com

CONTACT

me@jasonkato.com

LOCATION

Fukuoka, JAPAN

LANGUAGES

Swedish: ★ ★ ★ ★ ★ (Native)

English: ★ ★ ★ ☆ ☆ (TOEIC 950)

Japanese: ★ ☆ ☆ ☆ ☆ (Basic)

Employments

Sr. System Engineer | SAAB Training & Simulation, Sweden | 2018/09 – 2021/09

Development of a military weapon training simulator where trainees fire replicas at a projection screen.

Responsibilities included development in Unity of the main product's client and host, component ownership and development for the stand alone scenario editor, scenario creation and ad hoc customer management.

Work was done on location in Sweden and Czechia as well as remotely with distributed cross functional teams. See more at <https://www.jasonkato.com>.

Programming (Unity, C#, Visual Studio), Component owner, Product design, Product development, Prototyping, Scenario creation, Customer management, UI design, UX design, Adobe XD, Azure DevOps, Git (Sourcetree), Scrum.

Indie Game Developer | anicecompany Fukuoka, Japan | 2015/06 - 2018/02

Single-handedly developed and released several games for mobile (Android, iOS) and VR (Oculus Rift), from idea to finished product in my one man team. See more at <https://www.jasonkato.com>.

Highlighted games

LASERIX: Puzzle Islands (Android, iOS)

Puzzle game - featured on App Store "New Games We Love".

THIEVERY VR (Oculus Rift)

An action filled escape room puzzler with focus on realism and such it contains everything from an episode of Popeye to a shoot-out with a helicopter.

Programming (Unity, C#, Visual Studio), Game design, Level design, Prototyping, Graphic design, Art direction, Mobile (Android, iOS), VR (Oculus Rift), Game testing, UI design, UX design, 2D (Photoshop, Illustrator), 3D (Autodesk Maya), PHP, MySQL, Shader programming, Effects, Sound design, Product design.

English Language Teacher | Seiha English Academy, Japan | 2014/02 – 2015/05

Planned and executed English classes to a total of 150 students 0-13 years old.

Work included coming up with game activities and campaign work.

I also took the initiative to develop a VR application (Gear VR) to test the students on what they learned.

Flash Developer | Netent, Sweden | 2012/01 – 2013/02

Developed online casino games and maintained older ones for one of the market leading suppliers at the time.

The work required extensive communication with people of different expertise and work cultures.

Flash/AS3/AS2, Internal frameworks, Jira, Subversion, Scrum.

Flash Developer | Ottoboni, Sweden | 2007/01 - 2011/08

Working at a web agency in Stockholm I created content such as a quarterly online magazine, campaigns, video players and banners.

Flash/AS3/AS2.

Educations

Bachelor of media, Computer Game Development - Design & Programming | University of Skövde, Sweden | 2003/08 - 2006/06

Upper secondary school, Media and production program | Virginska skolan, Sweden | 1997/08 - 2000/06

Project Employments

Unity developer | Undesk, Japan (Remote) | 2022/05 - 2022/06

Unity development on a virtual office (PC/MAC).

Beta tester | Grin, Sweden | 2008

Beta tester of the game Bionic Commando Rearmed (PS3).

Event scripter | Bajoum Interactive AB, Sweden | 2006/09 - 2006/09

Work on the official Swedish Advent Calendar Game (PC).

Level designer | University of Skövde, Sweden | 2005/10 - 2005/12

Level creation for a Volvo S80 driving simulator.

Other Employments

Sorting Staff | Yamato Transport Company, Ltd. (ヤマト), Japan | 2022/04 - 2022/09
Playing Tetris at a transportation hub to optimize packages footprint.

Telemarketer | Manpower Business Solutions, Sweden | 2004/08 - 2004/12
Telemarketing work during studies.

Other Educations

Japanese | Genki Japanese and culture school, Japan | 2010/08 - 2010/11

Separate courses | University of Skövde, Sweden | 2003/08 - 2006/06

- Animation project (Autodesk Maya).
- Project in adaptive robotics.

Municipal adult education | Linköping, Sweden | 2003/01 - 2003/06

Municipal adult education | Umeå, Sweden | 2002/01 - 2002/06

Military service | Linköping, Sweden | 2001/01 - 2001/11

Experience

Unity, C#, Game development, Product design, Game design, Level design, UX, UI, Prototyping, Scrum, Git (Sourcetree), Azure DevOps, Oculus Rift, Mobile, VR (Oculus Rift, Varjo, Oculus Quest, Gear VR, Google Cardboard) Graphic design, Sound design, Autodesk Maya, Adobe Photoshop, Visual Studio, Testing, Product management, Adobe XD, PHP, MySQL, AS3, Davinci Resolve