

Hi, I'm Jason Kato

With over 10 years of professional development experience in gaming, simulation, and entertainment, I have worked in cross-functional Scrum teams at enterprise companies and independently as a one-man team.

Comfortable in both technical and creative roles, my interests span programming, game design, level design, UX design, art direction, and production design.

- 7 years of professional work experience in C# and Unity.
- Bachelor's degree in Game development - Design and Programming.
- Experience with agile workflow and working towards milestones.
- Developed indie games that shipped to Android, IOS and Oculus rift.
- Worked on a weapon trainer simulation system (PC, Unity).
- Worked as a product designer and developer on a Combat scenario Editor (PC, Unity).
- Experienced in prototyping.
- Used to working together with developers, artists, art directors, managers, product owners, QA and sound designers.

PORTFOLIO | jasonkato.com

CONTACT | me@jasonkato.com

LOCATION | Fukuoka, JAPAN

LANGUAGES

English: ★ ★ ★ ★ ☆ (TOEIC 950)

Japanese: ★ ★ ☆ ☆ ☆ (Basic conversation)

Swedish: ★ ★ ★ ★ ★ (Fluent)

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Employments

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

Developed a military weapon training simulator, enabling trainees to fire replicas at a projected 3D environment.

Responsibilities included developing the client and host of the main product using Unity, designing and developing the scenario editor (including UX, prototype development, and product development), creating scenarios, and managing ad hoc customer needs.

Work was performed on-site in Sweden, Czechia and remotely with cross-functional teams.

See more at jasonkato.com.

Technical: Programming (Unity, C#, Visual Studio), Scenario scripting, Adobe XD, Azure DevOps, Git (Sourcetree), Scrum.

Creative: Product design, Product development, Prototyping, UI/UX design, Creative direction.

Management: Component owner, Customer management.

Communication: Swedish, English.

Indie Game Developer | A Nice Company Fukuoka, Japan | 2015/06 - 2018/02 | anicecompany.co.jp

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.

Highlighted games:

LASERIX: Puzzle Islands (Android, iOS)

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.

See more games at jasonkato.com.

Technical: Programming (Unity, C#, Visual Studio), Mobile (Android, iOS), VR (Oculus Rift), Game testing, 2D (Adobe PS, Illustrator), 3D (Maya), PHP, MySQL, Shader programming.

Creative: Original Idea, Prototyping, Game design, Level design, Creative direction, Art direction, Graphic design, VFX, Sound design, Product design, UI/UX design.

Management: Project / Product / PR.

Communication: Japanese, English.

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

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

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

Technical: Programming (Unity, C#, MonoDevelop), Gear VR.

Creative: Game activities design.

Communication: English.

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

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

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

Technical: Programming (Flash/AS3/AS2), Jira, Subversion, Scrum, Adobe PS.

Communication: Swedish, English.

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

Developed an online magazine, web campaigns, video players and banners at a web agency in Stockholm.

Technical: Programming (Flash/AS3/AS2), Adobe PS.

Communication: Swedish.

Freelance

Creative E-commerce Website Developer | Japan (Remote) | 2023

Developed an e-commerce website using WordPress/WooCommerce.

Motion Graphics Designer | Japan (Remote) | 2023

Production of digital advertising in After Effects.

Unity developer | Ataru, Japan (Remote) | 2022

Developed a concept of a VR multiplayer “metaverse” (Oculus Quest 2).

Unity developer | Undesk, Japan (Remote) | 2022

Unity development on a virtual office (Windows/MacOS).

Beta tester | Grin, Sweden | 2008

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

Event scripter | Bajjoum Interactive AB, Sweden | 2006

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

Level designer | University of Skövde, Sweden | 2005

Level creation for a Volvo S80 driving simulator.

Additional Jobs

English Language Teacher | CCCC, Japan | 2023/06 -
Planned and executed English classes for students 3-17 years old.

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.

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

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