



Jonas Forsslund

PhD Human-Computer Interaction (KTH, Stanford)
MSc Computer Science (KTH)
Open for Tech Lead Positions / Assignments



Consultant Profile / CV

- Leading design-driven projects from ideation to implementation in multidisciplinary teams.
- 15+ years of delivering effective tech (3D, Web, C++)
- Experience from Stanford, KTH, King and Start-ups.

Responsible and entrepreneurial systems designer, researcher and engineer, with specialization in UX/Human-Computer Interaction. Fast learner who is prepared to take on any development project regardless of platform/programming language used. Trained in various usability and interaction design methods, as well as software and hardware development.

Main current interests are how we can apply design thinking and new technologies towards sustainability in various ways. Jonas holds a PhD from KTH including 2 years as visiting researcher at Stanford University studying advanced interaction methods (haptics), visualization and building prototypes. He has founded a start-up and delivered Simulators to Latvia, Germany and Taiwan. Have since built up an independent private research lab in Stockholm, doing consultant research and development projects.

Education

- PhD in Human-Computer Interaction, KTH with two years at Stanford University (2016). Thesis topic on how to bridge advanced interaction technology development (3D haptics) and interaction design practices.

- MSc. Computer Science, KTH (2008). Thesis awarded as the most innovative thesis of the year by PIEp.

Languages

- Swedish, native
- English, fluent
- Spanish, basic

Leadership

- Team leader at King
- Start-up founder and CEO with 4 employees as well as international sales and contractors
- University lecturer (haptics, interaction programming), yearly consulting lecturer for the past 10 years
- Non-profit youth leader (chess, LAN)

Business Administration

- STOKAB Board Member (Stockholm fiber infrastructure, 700Mkr turnover)
- Start-up founder (Surgery Simulation, 5Mkr sales) + R&D consultancy.
- Founder Kvartresel AB, a profitable Charge Point Operator in Stockholm.

Selected Projects

2023 - 2024
Celeventus AB
Business Developer

Celeventus has developed a patented technology for drying sensitive biological substances for application in medicine, e.g. drying vaccines and direct administration to the lungs. Managed the commercialization process including overall strategy and execution, meetings with incubators, global pharma companies and acquiring the company's first soft funding. Secured project with world-renowned vaccine inventor.

2022 - 2024
Kvartresel AB
Founder

Founded a company to accelerate the roll-out of public electric vehicle charging points ("Laddstolpar") in Stockholm. Have 45 active charge points to date and are profitable from the start thanks to optimized scale, reduced need for digging and low overhead.

2022 Jan - Dec
King - Candy Crush Soda
Live ops Capability Manager

Managed the technical capabilities with which King could alter the game design over the air without extensive coding. For example changing the red candies to hearts during valentine's season, enabling certain side-events etc. Led a team of developers facilitating the high-paced content and configuration process.

2020 - 2021
TriArt Film
Full-stack developer

TriArt is a film distributor with an online film streaming service in Sweden. Designed user flow and implemented monthly subscriptions with Stripe payment as well as the backend for Apple and Android in-app purchases. Python/Django, Vue.js.

2015 - 2021
INSEAD Business school, Singapore
Full-stack developer, concept designer and de facto CTO

Worked with a professor and manager of the Advanced Leadership Program of the executive school to develop online learning tools for the program. Took over a project from a full team and set up an independent hosting solution, improved video handling. PHP Laravel, Linux/Mysql admin, and Amazon web services. Built a survey system in Python Google App Engine, Node.js PDF generation, Amazon S3 etc.

2009 - 2016
Kobra Oral Surgery Simulator
Forsslund Systems AB
Lead developer, researcher, founder

Developed a voxel-based VR surgery simulation with real-time haptic feedback, a kind of game engine development with very strict latency requirements (<1ms response) and developed a product named Kobra Oral Surgery Simulator. Low-level and high-level C++, Python and Javascript. www.kobrasimulator.com