

МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ
СУМСЬКИЙ ДЕРЖАВНИЙ УНІВЕРСИТЕТ
КАФЕДРА ІНОЗЕМНИХ МОВ
ЛІНГВІСТИЧНИЙ НАВЧАЛЬНО-МЕТОДИЧНИЙ ЦЕНТР

МАТЕРІАЛИ ІХ МІЖВУЗІВСЬКОЇ
НАУКОВО-ПРАКТИЧНОЇ КОНФЕРЕНЦІЇ
ЛІНГВІСТИЧНОГО НАВЧАЛЬНО-МЕТОДИЧНОГО ЦЕНТРУ
КАФЕДРИ ІНОЗЕМНИХ МОВ

“TO MAKE THE WORLD SMARTER AND SAFER”

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The ninth scientific practical student`s, postgraduate`s and teacher`s
LSNC conference

MARCUS PERSSON
E.Kaba – Sumy State University, group IT-11/1
S.G.Zolotova, EL Adviser

Marcus Persson is a famous video game designer and programmer. He owns the video games company ‘Mojang’ which he co-founded in 2010. He has received many accolades and recognition for his contributions to the video game industry.

Persson was born on June 1, 1979 in Stockholm, Sweden. He began developing his programming skills at the age of seven when he got his hands on his father’s computer. At the age of only 8 he created his very first game which was a text based adventure. In 2005 he got a job at King.com as a game developer. After exhibiting his skills there for four years he left the job to work for Jalbum. Apart from this he has made several other games for Java 4K Game Programming Contest. He is also the co-founder of Wurm Online.

Persson got his recognition from his creation of the sandbox game called ‘Minecraft’ which came out in November 2011. He left his job to devote all his time to this game. The same year of its release, the game sold a million copies and then few months later its second million and then third million. The game was a big hit so much so that Persson had to hire new people in his Minecraft team. He also released a version of the game for iOS and Android which he called the Pocket Edition. A version for the Xbox was also made and released in 2012. The game has sold more than twenty million copies since its release. It has gotten several awards and gotten deals with toymakers such as LEGO. He remained the chief designer of the game till 2011 which was its official launch. After that he passed on the job to Jens Bergensten.

His work on Minecraft not only brought him romantic relationship, but also many prominent fans, including electronic DJ Joel Zimmerman. Persson says that he has no intention of becoming a huge tycoon; he just wants to program and design video games because that is what he is passionate about.