

Axel Aronsson

Game Programmer



CONTACT

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SKILLS

- C++
- C#
- HLSL
- Unity
- DirectX 11
- ImGui

LANGUAGES

- Swedish (Native)
- English (Fluent)

OTHER MERITS

- Nominated for Best Mobile Game at Swedish Game Awards 2024 for our game "Gnomageddon".
(1) (2)
- Volunteer work for Gothenburg's Artillery Division (Göteborgs Artilleriavdelning)
(1) (2) (3)

EDUCATION

Higher Vocational Education, Game Programmer

The Game Assembly 2023 - Present

- Eight game projects built as part of a team consisting of 14-16 members. Two in Unity, two in The Game Assembly's proprietary engine, and four in my group's own engine.
- 14 courses including C++, Graphics Programming (DX11), AI, Scripting, and more.
- Mainly working on UI and Tools in later projects.

Media Technology

Södertörns Högskola 2016 - 2019

- Web production including HTML/CSS, PHP and JavaScript. Later focusing on UX design.

English

Södertörns Högskola 2014 - 2015

- Theoretical linguistics, literature, and grammar.

Computer Technology

Tullinge Gymnasium 2009 - 2012

- Programming in Java, maths up to an introductory university level.

WORK EXPERIENCE

Customer Support

Coursio AB | Stockholm, Sweden | 2021 - Present

- Part time customer support work through Zendesk.

Customer Support

Vimla/Telenor Sweden | Stockholm, Sweden | 2023

- Customer support via phone and e-mail.

Customer Support

Citymail AB | Stockholm, Sweden | 2022

- Customer support via phone and e-mail.

Freelance work

Stockholm, Sweden | 2019-2022

- Freelance IT and CS work through own website, TechBuddy, and Upwork.