

# AXEL FRANZÉN

## SYSTEMS & ENGINE PROGRAMMER

### CONTACT

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**LOCATION**

Lund, Sweden

**EMAIL**

Axelfranzen@gmail.com

**LINKS**

Portfolio  
LinkedIn  
Itch  
Github

### PROFICIENCIES

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C++

DirectX

HLSL

Agile / Scrum

Perforce

Unreal Engine

### LANGUAGE

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Swedish (Native)

English (Native)

### EXPERIENCE

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2025 – 2026

Premortem Studios

2023 – 2025

Game Projects

2018 – 2023

Hobby Projects

### EDUCATION

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2023 – 2026

The Game Assembly

2018

Folkuniversitet

**Co-founder & Systems Programmer**

Started a game studio as part of the GameHabitat Internship Startup Program, where I worked on many of the game systems. We released a demo for the game on Steam.

**Game Programmer**

Worked on eight different game projects in groups of around 20 different people each time, learning to work together with others, as well as planning and developing a game in a certain time frame.

**Game Developer**

Created various personal games and participated in gamejams. Taught myself the basics in many different aspects of game development like 3D modelling, level design, and sound production, and of course programming.

**Game Programming**

Included courses in beginner level & intermediate C++, Graphics programming, Linear algebra, and tool creation, among other areas.

**Webdesign and Python**

15 week webmaster course that taught me to how to create and maintain websites using HTML, CSS, and Javascript.

I have also taken courses on programming in Python as well as general network security.