

AXEL FRANZEN

SYSTEMS & ENGINE PROGRAMMER

CONTACT

LOCATION

Lund, Sweden

EMAIL

Axelfransen@gmail.com

LINKS

Portfolio
LinkedIn
Itch
Github

PROFICIENCIES

C++

DirectX

HLSL

Agile / Scrum

Perforce

Unreal Engine

LANGUAGE

Swedish (Native)

English (Native)

EXPERIENCE

2025 – 2026

Premortem Studios

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.

2023 – 2025

Game Projects

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.

2018 – 2023

Hobby Projects

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.

EDUCATION

2023 – 2026

The Game Assembly

Game Programming

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

2018

Folkuniversitet

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.