

AXEL FRANZÉN

GRAPHICS & ENGINE PROGRAMMER

CONTACT

LOCATION

Lund, Sweden

EMAIL

AxelFranzen@gmail.com

LINKS

Portfolio

LinkedIn

Github

PROFICIENCIES

C++

Direct3D 11 & 12

Performance Profiling

Unreal Engine & Unity

Agile / Scrum

Version Control

LANGUAGE

Swedish (Native)

English (Native)

ABOUT ME

I'm a programmer who is passionate about real-time rendering and systems architecture, constantly aiming to learn new things and expanding the array of tools at my disposal.

I highly value collaboration and I believe that the best ideas and results emerge when people work together.

EXPERIENCE

2025 – 2026

Premortem Studio

Co-founder & Systems Programmer

Started a game studio as part of the GameHabitat Internship Startup Program and released a game demo on Steam. Some of my responsibilities included:

- Enemy AI Director and Level Director in Unreal Engine C++
- Writing an interactable UI system using UMG
- Profiling performance with Unreal Insights

2024 – 2026

Fragile Engine

Game Engine Hobby Project

Working on a game engine in my free time for learning purposes, focusing on clear architecture, straight forward content pipelines and efficient rendering.

Some of the features that I'm proud of include:

- Soft shadows and static shadowmaps for non-dynamic lights and objects
- Handling of LODs for 3D models
- Engine submodules with no mutual dependencies

EDUCATION

2023 – 2026

The Game Assembly

Game Programming

Worked on eight different game projects in a group setting, learning to work together with others, as well as planning and developing a game in a certain time frame. During this time we created a 3D game engine in C++ that we used in three of our projects.

The education included courses such as:

- Beginner Level & Intermediate C++
- Linear Algebra
- Graphics Programming
- Tools Programming