

AXEL FRANZÉN

GRAPHICS & ENGINE PROGRAMMER

CONTACT

LOCATION

Lund, Sweden

EMAIL

AxelFranzen@gmail.com

LINKS

Portfolio

LinkedIn

Github

PROFICIENCIES

C++

Direct3D 11 & 12

Unreal Engine & Unity

Agile / Scrum

Version Control

Performance Profiling

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++
- Interactable UI with UMG
- Using SteamPipe to upload builds to 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.

- Created a 3D game engine in C++ that we used to make three games
- Daily communication with other disciplines
- Worked in an existing codebase for a game engine framework
- Made both PC and Mobile games in Unity

EDUCATION

2023 – 2026

The Game Assembly

Game Programming

Included courses such as:

- Beginner Level & Intermediate C++
- Linear Algebra
- Graphics Programming
- Writing tools for other disciplines