

AXEL GUSTAFSSON

SOFTWARE DEVELOPER

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[Portfolio](#) || [LinkedIn](#) || [GitHub](#)

SUMMARY

A passionate developer at heart, I love learning and exploring new architectural patterns.

Looking for growth opportunities where I can try new technologies and grow my technical skill set in a team-based atmosphere.

SKILLS

- | | |
|------------------|--------------|
| • C# .NET | • Unreal |
| • C++ | • Unix |
| • Java | • Lidgren |
| • JavaFX | • Unity |
| • Python | ◦ UNet |
| • HTML5 | ◦ Photon PUN |
| • CSS3 | ◦ Mirror |
| • Android Studio | • VCS |
| • Blender | ◦ Git |

PROJECTS

Stellar Winds – [Details](#) || [GitHub](#)

Large scale real-time strategy game set in the distant future, inspired by Stellaris, Homeworld and Battlestar Galactica.

- Implemented large-scale AI, including per-unit seamless transition between AI and player control.
- Researched and developed advanced high-fidelity planet-and atmosphere shaders.
- Procedurally generated factions, characters and star systems at runtime.
- Implemented per-ship customization with instant and permanent visual feedback.

Project Røgue – [Details](#) || [GitHub](#)

A modern take on the classic rogue-like format, featuring procedural generation and deep role-playing mechanics.

- Developed a global event system, resulting in a highly maintainable code base with large expansion capabilities.
- Implemented Dijkstra, A-star; these were later incorporated in game mechanics such as AI path-finding, light and sound source-influence, actor Line-of-Sight, area of effect calculations and much more.
- Procedurally generated dungeons, weapons, equipment, consumables and other items.
- Embedded and used Lua (Moon#) to define actions, allowing for outside authors to script skills and abilities.

Android Music Player – [Details](#)

Developed as a personal exercise in mobile development using Android Studio.

- Constructed an intuitive and responsive mobile interface using Android Studio, along with any necessary functionality.
- Implemented general media player features such as sorting by title, albums, artists etc.

EXPERIENCE

Freelance Game Development

Remote Contracts / January 2018 - present

- Schedule and coordinate remote meetings with clients, define tasks to be implemented and deadlines.
- Implement and deliver tasks to clients in a timely and well-documented manner.

Retail Store Manager

Picard Sweden / June 2016 – July 2018

- Managed general store operations and responsibilities such as product purchases, scheduling and employee recruitment.

EDUCATION

Bachelor's Degree / Game Development

Stockholm University

August 2018 – present