

# Axel Gustafsson

## Game Programmer / Developer

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Location: Stockholm, Sweden

Portfolio: [axelgustafsson.se](https://axelgustafsson.se)

### PROFILE

Looking for opportunities where I can grow and apply my skill set in a cooperative atmosphere, especially in the areas of procedural generation and network programming.

Outside of work I thoroughly enjoy sailing, fitness, sci-fi literature and tabletop games.

### Projects

#### Project Røgue (working title) // [Details Github](#)

Maj 2019 - Present

- Procedurally generated dungeons, equipment, characters.
- Runtime Lua execution in Unity using MoonSharp.
- Character customization with artist-friendly implementation.
- A\*, Dijkstra, Bresenham algorithms for pathfinding and targeting.

#### Stellar Winds // [Details Github](#)

Oct 2019 - Present

- Dynamically generated campaign, galaxies, planets.
- Performant large-scale AI controllers.
- Crusader Kings II-style dialogue events.

### EXPERIENCE

#### Freelance Game Development // Independent Contractor

Oct 2019 - Present

Communicated and worked remotely with international indie developers to accomplish programming tasks in a timely manner.

Focused on developing solutions that could be easily modified and maintained by clients with little-to-no programming experience.

#### Picard Sweden AB // Store Clerk - Full-time Employee

June 2016 – July 2018

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

### EDUCATION

#### BSc Media Technology, Stockholm University (University) Stockholm, Sweden

Aug 2018 - Present

The program focuses on academic development skills such as Java, JavaFX, the C-family, UML and algorithms/collections, with a practical branch into game development skills such as 3D-modelling, 3D-rigging, texturing, mobile application development (Unity), Unreal Engine 4 project development.

### Skills:

Programming  
Scripting  
Modelling  
Shaders

### Game Engines:

Unity  
Unreal Engine 4  
Godot

### Code:

C#  
C++  
Java  
Lua  
Python

### Software:

Android Studio  
Maya  
Substance Painter  
Materialize  
Adobe Suite

### Version Control:

Git  
Subversion

### Languages:

Swedish - Native  
English - Fluent  
French - Intermediate

### Other skills:

Drivers License  
Coastal Yachtmaster Diploma