

## C. Axel Jorgensen

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## Unreal Engine Developer | VR Interaction Designer | Technical Artist

Innovative developer and systems designer specializing in immersive environments, real-time interaction, and dynamic audio/visual systems. Creator of **Neon Onslaught**, a stylized survival game built solo in UE5.5 using Blueprints, Niagara FX, MetaSounds, and custom gameplay systems. Currently focused on VR-first development with a long-term vision rooted in sensory immersion, spatial design, and reactive player feedback.

Seeking opportunities where I can contribute deep creative systems thinking, rapid prototyping skills, and a design philosophy built on momentum, iteration, and mastery.

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### Technical Core

**Game Engines & Tools:** Unreal Engine 5.5/5.6, Blueprint, Niagara, MetaSounds, Level Sequencer, Lumen, Nanite

**Audio & VFX:** Ableton Live, Serum, FMOD (basic), MetaSounds, VST integration, reactive audio design

**3D & Pipelines:** Blender (learning), FBX export, modular asset prep, stylized materials

**Languages & Tech:** Blueprint scripting, basic C++, Python (light), Git, Visual Studio

**Design Strengths:** Gameplay systems, reactive environments, UI/UX flow, VR interaction logic, visual/audio polish

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### Projects

#### Neon Onslaught

*Solo Developer | Unreal Engine 5.5 | Released May 2025*

- Designed and built a complete cyberpunk survival game from scratch using UE5.5
- Created gameplay systems for trap management, wave progression, and UI integration
- Implemented custom Niagara VFX for plasma turrets, gas traps, and Tesla electric arcs
- Designed immersive soundscape using MetaSounds and custom audio-reactive FX
- Composed and integrated original soundtrack loops via Ableton and many plugins
- Built and animated UI menus, kill notifications, and sequenced cinematics
- Published the game with trailer and Itch.io release as a solo showcase

#### ElectroNexus (In Development)

*VR-First Immersive Rave World | Unreal Engine 5.6 | 2025-Present*

- Designing modular VR spaces using Lumen and Nanite for real-time dynamic lighting and high-fidelity interaction
  - Prototyping rhythm-reactive environments, performance zones, and player-driven audio visualizers
  - Built on the experiential lessons of Neon Onslaught with an emphasis on user embodiment and embodied sound
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## Experience

### Helpdesk Technician

Nevada Joint Union High School District – Grass Valley, CA

*Feb 2023 – Present*

- Led technical troubleshooting across networked campuses, balancing hardware, access management, and device logistics
  - Independently managed printer systems, Chrome OS repairs, Active Directory accounts, and end-user triage
  - Operated solo in high-pressure environments with minimal oversight
  - Deeply familiar with what *bad systems design* looks like—now building better
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## Education

### Associate Degree in Computer Science (*Expected December 2025*)

Sierra College – Rocklin, CA

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## Portfolio & Links

**Play Neon Onslaught:** <https://aksiomatix.itch.io/neononslaught>

**Watch the Trailer:** <https://www.youtube.com/watch?v=oNpZ9mF60zs>

**LinkedIn:** <https://www.linkedin.com/in/c-axel-jorgensen/>

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## Core Competencies

Unreal Engine, VR Developer, Technical Artist, Blueprint Scripting, Niagara FX, MetaSounds, UE5.6, Level Design, Audio Integration, Interactive Design, Game Systems, VFX Design, Ableton, Immersive Systems, Virtual Reality Design, Rapid Prototyping, Game Feel, Real-Time FX, Cinematic Sequences