

### Contact

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#### **Email**

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### **Portfolio**

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#### **Address**

Södra Bergvägen 20 541 31 Skövde Sweden

### **Education**

#### 2019

Bachelor's Degree in Information Technology University of Skövde

# **Expertise**

- Game Design
- Unreal Engine
- Blueprints, GAS
- C++, C#
- Perforce
- Project Management
- Unity

# Language

**Swedish** 

**English** 

**Danish** 

# **Aksel Jensen**

# Senior Technical Designer

With a Bachelor's Degree in Information Technology and several years of experience as a Senior Technical Designer, I possess a strong foundation in game design and development.

My expertise includes Unreal Engine, both blueprint and C++, to create engaging gameplay experiences. I also have experience in being a project lead, Perforce and have shipped multiple games, both big and small.

I am excited about the opportunity to leverage my technical skills and design experience to excel in a Senior Technical Designer role.

# **Employment**

Q 2019 - 2024

Pieces Interactive AB I Skövde

### **Senior Technical Designer**

Technical Designer with focus on implementation and technical frameworks in Unreal Engine as well as running the day-to-day operations of the Perforce versioning software. As of December 2023 I've also been acting Design Lead.

I worked on *Alone in the Dark*, a AA game published by THQ Nordic, released in 2024 on PC, Playstation and XBOX. Systems and features I contributed to includes (but is not limited to) combat (Gameplay Ability System), puzzles, UI, camera and player character.

# **Published Games**

O 2024

### Alone in the Dark

Pieces Interactive AB I PC, Playstation 5, Xbox Series S & X

A survival horror 3rd person AA game with heavy narrative focus.

2019

### **Forebearers**

Sandspire Interactive AB I PC

A city-builder strategy game where I acted as technical support.

O 2016

### Copoka

Inaccurate Interactive AB I PC

Open world flying exploration game that started as a student project that received an offer from Humble Games for publishing and was later released on Steam.

### **Awards**

O 2016

Sweden Game Jam #4

For "Potion Clash" | Winner

2016

Skövde Academic Game Awards

For "Copoka" | Nominated

# References

### **Robert Lazic**

Studio Manager, Coffee Stain Studios former Managing Director, Pieces Interactive

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### **Tobias Karlsson**

Lead Level Designer, Stunlock Studios former Process Manager, Pieces Interactive

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## Magdalena Erliksson

Design Lead, Pieces Interactive

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