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.

Contact

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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

Employment

2019 - 2024
Pieces Interactive AB | 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

2024
Alone in the Dark
Pieces Interactive AB | PC, Playstation 5, Xbox Series S & X

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

2019
Forebearers
Sandspire Interactive AB | PC

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

2016
Copoka
Inaccurate Interactive AB | 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

2016
Sweden Game Jam #4
For "Potion Clash" | Winner

2016
Skövde Academic Game Awards
For "Copoka" | Nominated