



Asbjørn Johnsen

Motivated full-stack developer with game development experience

 Portfolio: a1creator.com

CONTACT

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 Brabrand, DK

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SKILLS

- ✓ Object-Oriented Programming
- ✓ Performance-Minded Optimization
- ✓ Front End
- ✓ Back End
- ✓ Problem Solving
- ✓ Computer Literacy
- ✓ Windows, Apple, iOS & Android

LANGUAGES

- ✓ C#
- ✓ Java
- ✓ python
- ✓ Javascript
- ✓ HTML & CSS
- ✓ JSON
- ✓ SQL

 Native

 Fluent

PROFILE

I view myself as a passionate programmer, whose experience includes web-, mobile- and pc-development - most often in the world of videogames. I've worked in different programming languages, such as HTML, CSS, Javascript, C#, Java and python.

EXPERIENCE

2024 Sep -> Oct
Fair Games

Gameplay Programming in Java

Internship at Fair Games as a Gameplay Programmer. Worked in a proprietary Game Engine, programming in Java.

2021 - 2024
a1games

Solo Indie Game Developer

Worked on multiple games and apps. Released five apps on Google Play Store. Released a full single player puzzle game on Steam.

2022 Sep -> Oct
Lunch Money Games

Visual Effects & Shaders

Internship at Lunch Money Games in charge of visual effects and shaders. I created particle effects and used Unity's Shader Graph to develop assets for the game Calcium Chaos. I quit to focus on releasing my own game.

EDUCATION

2021 - 2024
Dania Games Grenaa

Computer Science & Game Development

C#, python, Javascript, HTML & CSS, SQL, JSON. Networking in C# and python. I produced more than 10 video games.

2021, Jan - July
Vallekilde Højskole

Unity Development in C#

Intro to Unity and C#. During the course i developed my first two video games in Unity.