



Asbjørn Ø. Johnsen

Strong full-stack programmer with game development experience

EXPERIENCE

● **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.

● **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.

EDUCATION

● **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.

● **2021 - 2024**

Dania Games Grenaa

Computer Science & Game Development

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



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NATIVE



FLUENT