



# ASBJØRN JOHNSEN

Programmer

## About Me

Even before I graduated, I had jumped into Unity and released my first game on Steam. Since then, I have released five more apps on the Google Play Store. My curiosity and passion for developing apps and games has only grown since.



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[alcreator.com](https://alcreator.com)

## Languages

- English
- Danish

## Skills

- OOP
- Computer Literacy
- Market Knowledge
- Unity
- MonoGame
- PyGame
- Fast MVP
- Puzzle Design

## Experience

### Fair Games

#### Aarhus

2024 | Sep - Oct & 2025 | July - Dec

Interned then became a contract hire at Fair Games as Gameplay Programmer. Used a proprietary game engine written in Java. Helped develop Necesse.

### algames

#### Grenaa

2021 - 2024

Worked on many games as a solo indie game developer. Released 5 apps on Google Play Store. Released a finished pc game on Steam.

### Lunch Money Games

#### Grenaa

2022 | Sep - Oct

Made particle effects for the video game Calcium Chaos. I stopped to focus on my own projects.

## Education

### Aarhus Business College

IT Security Bachelor's Degree  
2025 ->

### Profession Academy Dania

Computer Science Academy Profession Degree  
2021-2024

## Coding Languages

C#



Java



python



javascript, HTML & CSS

