

Axel Thomsen

Game Designer & Developer

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Profile

Team lead and fullstack developer with a game designer's eye for how software feels. I lead the DevOps team at BM System, serve as tech lead for our Denmark project, and have spent the last three years deep in .NET, observability, and SQL. Before that: a Bachelor's in Game Design and a shelf of student-conference trophies.

Experience

Fullstack Developer & DevOps Team Lead

BM System, Uppsala · 2023 – present

- Lead the DevOps team; built out observability across our services with OpenTelemetry, Prometheus, and Grafana
- Tech lead for the Denmark project; member of the SQL monitoring team
- Major contributor to the migration from .NET Framework to .NET 8
- Day-to-day .NET backend and TypeScript/HTML frontend development

Front-end Developer

Simplebet, New York · Aug 2021 – Jan 2022 and Jul 2022 – Oct 2022

- Rive animations for real-time NFL match visualization
- Lead front-end developer/animator for version 2 of the visualizer

Mobile Developer

Uppsala University · Jun 2021 – Oct 2022

- Erasmus-funded app preparing students for job interviews; sole developer, front and back (Flutter)

Assistant Dive Instructor

Big Turtle Scuba, Hawaii · May 2013 – Aug 2013

Things you can play

Student games. Trophies from the Gotland Game Conference, which is exactly as prestigious as it sounds. We were thrilled.

- **Kitsuninjas** · 4-player ninja versus, Unreal Engine · Best Game Feel and Best Level Design, GGC 2020
- **Neck 'n' Neck** · two-player side-scroller with alternative controls · Best in Innovation, GGC 2019; invited to alt.ctrl.GDC 2020
- **Granny Unleashed** · 2D side-scroller inspired by Happy Wheels · over a million views on YouTube

More at axelthomsen.com. There is a hidden fox.

Skills

Code

C# · .NET 8 · TypeScript · C++
Dart

Games & apps

Unity · Unreal Engine · Flutter

Ops & data

OpenTelemetry · Prometheus · Grafana
SQL Server

Education

BSc Game Design & Programming, Uppsala University · 2018 – 2021

Criminal Sciences, Université de Lausanne · 2016 – 2018

Economics, Sorbonne Paris 1 · 2012 – 2015

Languages

English, French, Swedish: native · Spanish: conversational

Off hours

Video games (League of Legends, Apex Legends, Dofus, Genshin Impact), football, tennis, volleyball, snowboard, piano.