



# Axel Thomsen

## Details

Vivelvägen 22, 756 60 Uppsala,

Sweden

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Citizenship: English, American

Born 25/08/1995

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axelthomsen.com

## Skills

Unity, Unreal Engine, Flutter, Rive, SQLite, Microsoft Office

C#, C++, Dart, Game Programming, Graphics Programming, AI Programming, Game Design

## Languages

English

French

Swedish

Spanish

## Hobbies

Video games such as League of Legends, Apex Legends, Dofus, Genshin Impact

Football, tennis, volleyball, snowboard

Piano

## Profile

Enthusiastic Programmer and Game Designer. I enjoy working in a team, I am a fast learner, and I am eager to gain more work experience and apply my skills.

## Employment History

### Simplebet, New York, New York, USA

AUGUST 2021 – JANUARY 2022 & JULY 2022 – OCTOBER 2022

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

### Unit for Global Partnerships, Uppsala University, Uppsala, Sweden

JUNE 2021 – OCTOBER 2022

- Responsible for developing a mobile application funded by Erasmus
- Both front-end and back-end

### Investment Services Department, CA Indosuez, Geneva, Switzerland

OCTOBER 2015 – JUNE 2016 & JULY 2017 – OCTOBER 2017

- Responsible for producing investment proposals for clients

### Assistant dive instructor, Big Turtle Scuba, Kauai, Hawaii, USA

MAY 2013 – AUGUST 2013

- Assistant dive instructor for groups of tourists

## Education

### Game Design and Programming, Uppsala University, Visby, Sweden

AUGUST 2018 – JUNE 2021

- Obtained a Bachelor's Degree in Game Design and Programming

### Criminal Sciences, Université de Lausanne, Lausanne, Switzerland

OCTOBER 2016 – JUNE 2018

- Studied towards a Criminal Sciences Bachelor's Degree

### Economics, Université Sorbonne Paris 1, Paris, France

SEPTEMBER 2012 – JUNE 2015

- Studied towards a Bachelor's Degree in Economics

### High School Diploma, Lycée Lavoisier, Paris, France

SEPTEMBER 2009 – JULY 2012

- Graduated with Honors; Economics and Social Sciences, Math option

## Main Projects

### Kitsuninjas

APRIL 2020 – JUNE 2020

- 3D top-down competitive multiplayer game for PC
- Won "Best Game Feel" and "Best Level Design" at Gotland Game Conference 2020

### Granny Unleashed

DECEMBER 2019

- 2D side-scroller inspired by *Happy Wheels*; over a million views on YouTube
- Top side-scroller and 3<sup>rd</sup> platformer on itch.io for a short period

### Neck 'n' Neck

APRIL 2018 – JUNE 2018

- 2D, 2 player side-scroller with alternative controls
- Won "Best in Innovation" at Gotland Game Conference 2019
- Invited to exhibit at the 2020 alt.ctrl.GDC in San Francisco

## Portfolio

axelthomsen.com