

AXEL WINROTH

GAME PROGRAMMER

EDUCATION

The Game Assembly

2022- Present

Game Programmer - Higher Vocational Education

- Built our own **custom Game Engine** in **C++**
- 7 game projects, 2 in **Unity**, 5 in custom **C++** engine
- Utilizing **scrum** methodologies for projects, with experience collaborating with cross-disciplinary teams of level designers and graphics
- **Linear Algebra** Focusing on **3D Mathematics**
- Personal project made in **Unreal Engine 5**

Södertörns Högskola

2020-2022

Game Programmer/Designer - Higher Education

- 5 game projects in **Unity**
- Learned **Scrum** and **Agile** planning
- **Game design** theory

EXPERIENCE

Barnens Ö

Summer 2023

Summer Camp Pedagogue

- Handled conflicts and stressful situations
- Creative thinking in group when planning activities for the children
- Flexible planning adjusting to different circumstances
- Seasonal work

HORNBAACH Byggmarknad AB

2019-2023

Retail Sales Advisor

- Gained experience handling stressful situations
- Worked in teams on projects to improve workflow
- Assisted customers in discovering the optimal product based on their specific requirements

ABOUT ME

I'm a passionate game programmer who loves problem solving and using my creativity to find innovative solutions. I thrive on working in teams and believe that creating a supportive and enjoyable environment is key to achieving a successful product.

SOCIAL

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SKILLS

- C++, C#
- Unity, Unreal Engine
- Scrum
- Perforce
- Visual Studio

HOBBIES

- Volleyball
- Magic the Gathering
- Video games
- Climbing

LANGUAGES

- Swedish - Native
- English - Proficient