



# Aksel Jensen

## Senior Technical Designer

With a Bachelor's Degree in Information Technology and several years of experience as a Senior Technical Designer, I possess a strong foundation in game design and development.

My expertise includes Unreal Engine, both blueprint and C++, to create engaging gameplay experiences. I also have experience in being a project lead, Perforce and have shipped multiple games, both big and small.

I am excited about the opportunity to leverage my technical skills and design experience to excel in a Senior Technical Designer role.

## Contact

### Phone

+46 (0)708724455

### Email

aksel.jensen@kroax.net

### Address

Södra Bergvägen 20  
541 31 Skövde  
Sweden

## Education

2019  
**Bachelor's Degree in  
Information Technology**  
University of Skövde

## Expertise

- Game Design
- Unreal Engine
- Blueprints, GAS
- C++, C#
- Perforce
- Project Management
- Unity

## Language

Swedish

English

Danish

## Employment

○ **2019 - Present**  
Pieces Interactive AB | Skövde  
**Senior Technical Designer**

Technical Designer with focus on implementation and technical frameworks in Unreal Engine as well as running the day-to-day operations of the Perforce versioning software. As of December 2023 I've also been acting Design Lead.

I worked on *Alone in the Dark*, a AAA game published by THQ Nordic, released in 2024 on PC, Playstation and XBOX. Systems and features I contributed to includes (but is not limited to) combat (Gameplay Ability System), puzzles, UI, camera and player character.

## Published Games

○ **2024**  
**Alone in the Dark**  
Pieces Interactive AB | PC, Playstation 5, Xbox Series S & X  
A survival horror 3rd person AAA game with heavy narrative focus.

○ **2019**  
**Forebearers**  
Sandspire Interactive AB | PC  
A city-builder strategy game where I acted as technical support.

○ **2016**  
**Copoka**  
Inaccurate Interactive AB | PC  
Open world flying exploration game that started as a student project that received an offer from Humble Games for publishing and was later released on Steam.

## Awards

○ **2016**  
**Sweden Game Jam #4**  
For "Potion Clash" | Winner

○ **2016**  
**Skövde Academic Game Awards**  
For "Copoka" | Nominated