



Joakim Börjesson

About me

I have over 5 years of experience working with game design and programming. I'm currently interested in expanding my skill set as a developer and transitioning into product ownership and leadership roles.

PROFFESIONAL EXPERIENCE

GAME DESIGNER & FOUNDER

Full Rogue AB
Dec 2024 - Current

- Game designer and co-founder of Full Rogue, a two-man indie company.
- Responsible for game design, tech, implementation, and structuring of the projects.

GAME DESIGNER & DESIGN OWNER

Dinomite Games AB
Okt 2021 - Nov 2024

- Close collaboration between crafts to achieve the game vision.
- Spearheaded combat feel, enemy encounters, level design, game modes, and game balance.
- Implemented and did scripting for gameplay systems, game modes, enemy AI, and mechanics.
- Refined gameplay elements and concepts, created an easily navigated design document in Milanote.
- Designed and implemented over 200 player upgrades.
- Created and directed in-game cutscenes.

VR-DEVELOPER

Gleechi AB
apr 2021 - jul 2021

- Created and designed tools for the implementation team.
- QA'd current projects and offered solutions.
- Assist artists and other crafts.

DESIGNER & PROGRAMMER

Cafiend AB
jun 2020 - jan 2011

- Programmed enemy AI logic and systems, player controllers, general game systems, and UI.
- Pitched and refined game design for existing and future projects.
- Worked on Game design and assisted with Level Design.

Contact Info

Adress:

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Skills

- Unity & C#
- Godot & GDScript
- Unreal Engine & Blueprints
- Milanote
- Blender
- Photoshop
- Git
- Excel
- Swedish & English (Fluent)

Education

Futuregames

Augusti 2018 - Juni 2020

Game developer education with 6 months of internship that I completed at Cafiend. The curriculum focused on learning all the necessary skills to become a game developer.