Lotus Saxe
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Portfolio: saxedesign.se

CV - Lotus Saxe

Projects

2024 jan - 2024

Project T, Unreal Developer
Implementing finite state-machine in c++ for third person
Gameplay. Full dynamic gravity locomotion with motion
warping/root motion.

Employments

2021 feb - 2024

Sozap AB, Programmer/Developer
Developed Questopia on iOS and Android. I built
Camera, Gameplay, Monetization, Ui. Collaborated with
Voodoo for publishing and advertising.

2021 jan - feb

Sozap AB, Solo Developer
Built a working VR port of Spells & Loot on Quest 2.
Reworked spellcasting and movement for VR.

2019 sep - 2021

Sozap AB, Programmer/Developer
Developed Spells & Loot from prototype to launch on
iOS and Android. Unity 3d. Gameplay, Animations, Ai,
Optimizing.

2019 april - juni

Friend Factory (Intern), Programmer/Developer
Ten weeks paid internship. Independently worked on
prototypes for mobile, mainly iOS.

Education

2019 juni - aug

Introduction to Games Programming, Kalmar

2016 - 2019   Games Program, Script & Design, Södertörn

Knowledge

Expert in C#, Unity, Git, Jira.
Proficient in Perforce, Gimp.
Competent in Adobe Photoshop, Blender & InDesign.