



Full Rogue is a Skellefteå based indie game studio founded by David and Joakim. We build original, handcrafted IP's, following our SGA-nominated debut "Go Fight Fantastical", where we met as employees.

We are part of the Arctic Game incubator program, working on our first own title, "Project Tree". It is an ambitious project that blends side scrolling procedural exploration, tactical turn-based combat, and story elements with a unique creature ecosystem of "Drakelings".



JOAKIM BÖRJESSON

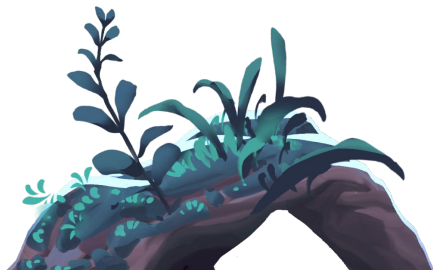
DAVID LUNDMARK

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Stockholm,
Co-founder,
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Skellefteå,
Co-founder,
Senior 2D artist and
concept artist.

Stockholm
Board member,
CFO Mojang
2012-2018



MISSION BRIEF!

We're inviting a tech-art, shader and vfx-focused student to help bring a rich hand drawn 2.5D world to life over an 8-10 week sprint.

Our studio is art & design-driven, but none of us are tech artists. This is your chance to be the expert, set the bar, and shape how players experience the world's light, motion, and magic.

- Engine: Godot 4
- Skills: shaders & vfx
- We are looking forward to a warm and light hearted collaboration, but expect professional standards.

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