

ALEXANDER LINDERSON

Game Designer

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🌐 <https://alexanderlinderson.wixsite.com/portfolio>

📍 Falun | Sweden



EDUCATION

Game Design | Higher Vocational Education

PlaygroundSquad

📅 08/2017 - Ongoing

Media Production | Bachelor's Degree

Blekinge Institute of Technology

📅 08/2011 - 05/2014

STRENGTHS

★ People person

Ability to communicate clearly, bringing a smile to the job and giving/taking feedback in a constructive manner.

★ Affinity for scripting

Discovered an affinity for scripting, allowing me to learn quickly.

EXPERIENCE

Entrepreneur

Look at You

📅 2015 - Ongoing 📍 Location

A company i ran myself, where i filmed and edited local commercials and events.

Photography Teacher

Vägga Gymnasieskola

📅 09/2015 - 06/2017 📍 Location

Part time teacher at a upper secondary school, where i taught photography 1, 2 & 3.

- Me being a alumni at this school, management knew i was a level-headed person that recently acquired a bachelor's degree in media production. As such, i was asked to teach their photography class.

PROJECTS

Gill & Gull | Platformer

📅 03/2018 - 07/2018

Original Concept, Lead Game Design, Level Design, Project Management, Sound Design

- Best Pitch 2018 - Falu Kommun

Troll Roll | Racing

📅 Date period 📍 Location

Original Concept, Game & Level Design, Sound Design, UI

LANGUAGES

Swedish

Native



English

Proficient



SKILLS

Game Design

QA & balancing

Documentation & Asset Breakdowns

Project Management

Level Design Blockouts

SKILLS

Engines & Level Editors

Unity

GameMaker Studio

Galaxy Editor

PyGame

Scripting & Version Control

Python

C#

Mercurial HG

Git

Additional Software

Photoshop

Premiere

After Effects

Maya

FMOD

Google Suite
