ALEXANDER LINDERSON

GAME DESIGNER

PERSONAL PROFILE

I am an enterprising game designer with 5 years of experience at AA.

SKILLS

- Finds it fun to solve tricky technical problems
- Likes to prototype mechanics with scripting
- Happily contributes a lot in design discussions
- Fluent in conversational English

CONTACT INFORMATION

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WORK EXPERIENCE

Thunderful (2019 - today)

Lost In Random (2019 - 2021) Unity   LINK

- Game Design, helped to develop core mechanics
- Level Design, grayboxed about half of the levels, and scripted them
- Encounter Design, Responsible for all encounters in the game, sans boss fights

Unannounced project (2021 - today) Unreal Engine

- Game Design, designing abilities, helping to come up with the core loop
- AI Design, designing enemies, setting up behaviour trees, creating their blueprints, working closely together with a programmer to create enemies

Self Employed (2014 - 2017)

Videographer

- Filming, commercials for local businesses in Blekinge
- Editing, Adobe Premiere
- Motion Graphics, Adobe After effects

Vägga Gymnasieskola (2015 - 2017)

Photography Teacher, part time

- Planned classes
- Taught ~thirty students over two years
- Graded in consultation with tenured teachers

EDUCATION

Blekinge Tekniska Högskola

Tek. kand. digital image production, 2011-2014

PlaygroundSquad

Game Design vocational education, 2017-2019

LINK HERE to a student project that I think went particularly well, where I pitched the concept, game designed, level designed and produced in a small capacity

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LEISURE INTERESTS

Of course I love gaming! FPS,, RPG, city-building tickles my fancy the most at the moment. My partner and I try to play to padle once a week, and if I have a training buddy I enjoy the gym.