



# Alva Höglund

Game Dev student

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## Projects

- **Murmurs of the Mist**, horror puzzle game. Main focus on puzzle design, development and integration. Level design throughout the game as well as UI. Released on Steam in January 2026
- **Mr Sardin**, first short game project, 2d platformer. Responsibility's involved programing UI and obstacles, alongside level design
- **Freak Thow**, second short game project, 3D. Integrated reward systems and UI, as well as responsibility over balancing difficulty between levels

## Work experience

### Nail technician

Business Owner  
2018-present

### Production Operator

ATA Bygg och Markprodukter AB  
2017-2018

### Barista

Various cafes while studying  
2014-2017

## Education

- **Bachelor in Game Development**  
Södertörns Högskola, Game programme with focus on Design and Scripting  
2023 - present

## Technical skills

Unity

C#

Agile workflow

## Other admissable skills

**Broad management expertise**, 7+ experience in running a small business in the beauty industry. Gained experiences involves accounting, clientel management, online marketing and safety.

**Leadership experience**, three years in youth leadership roles within Swedish Scouting, progressing from committee member to district chairman and board member.

**Versatile**, hands-on experience in a variety of fields including teaching (dance and nail artistry), project management in school settings and working in different fields has made me an adaptable all-rounder comfortable in varied professional environments