



Alva Höglund

Game Dev student

+46 708 683 755

alvahoglund@gmail.com

linkedin.com/in/alva-hoglund

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 admissible 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