Alexander **Agfemalm**
Game Programmer

About me

Enthusiastic 24 year old with a University Degree in Game Design and great interest in software development. Motivated to join the working life and further hone and improve my skills as a programmer.

personal

Alexander Agfemalm
Nationality: Sweden
2000

Areas of specialization

Video Games Development

Interests

Video Games Software Development

@ agfemalm@hotmail.com
in Alexander Agfemalm
github.com/alag00
alag00.github.io

SHORT RESUMé

2020–2023

University
STUDENT · Gotland
My 3 years at Uppsala University taught me a lot regarding video game development. Majorly programming and Game Design but also artistically. Many small games were created which has assisted my growth as game developer and programmer.

UPPSALA UNIVERSITET

2016–2019

Highschool
STUDENT · Stockholm
During my education at Klara Södra, I learned the basics of the programming language C++. There were subjects for developing video games such as Digital Creation 2. I also had subjects like Mathematic 4C, Physics 1C and English 6

KLARA SÖDRA

DEGREES

2020-2023

Bachelor of Philosophy
UPPSALA UNI · Gotland Campus 🏛

UPPSALA UNIVERSITET

2016-2019

Technical School
KLARA TEORETISKA SÖDRA · Stockholm 🏛

KLARA

PROGRAMMING

C++/C#

Unity

UE4

java/kotlin

html, css, js

NOTEWORTHY COURSES

2021
UPPSALA UNIVERSITY · Gotland
Game Design 2: Game Development
Programming with C/C++ 4: Computor Games in 2D
Game Production 1: Arcade Games
Linear Algebra, Trigonometry and Geometry

UPPSALA UNIVERSITET

2022
UPPSALA UNIVERSITY · Gotland
Game Design 3: System Design
Game Design 4: Level Design
Real-Time Graphics Programming for Games 1
AI Programming 1
Game Production 2: Vertical Slice
Expression with 2D Animation 1

UPPSALA UNIVERSITET

2023
UPPSALA UNIVERSITY · Gotland
User Interface Design for Games
Expression with 2D Animation 2
Game Development for Android
Network Programming for Games 1
Degree Project in Game Design

UPPSALA UNIVERSITET

Portfolio

2021	**Chromatic Beat** Game Design 2: Game Development · Gotland 📍 A Sidescrolling Rhythm game with a Neon Cyberpunk Aesthetic. Made in Unity.
2021	**Kindred** Game Production 1: Arcade Games · Gotland 📍 A short 2D Horror Puzzle Game focused on Storytelling. Made in Unity
2022	**Teddy's Tale** GGC · Gotland 📍 https://alexanderagfemalm.itch.io A Unreal Engine 4 group project for the course: Game Production 2: Vertical Slice
2023	**Quickly Developed Unity Games** Game Design 5: Theory and Method · Gotland 📍 A GameAndWatch style game about a Crab avoiding falling knives A 2D platformer about betraying the player's loyalty by using mimics. A 2D game about using machine to keep a ball in the air as long as possible. A 2D Platformer about Explosions while looking away
2023	**Android Games** Game Development for Android · Gotland 📍 An Endless 2D Sidescroller An Asteroid Clone An 2D Platformer
2024	**Unholy Trek** Portfolio · Stockholm 📍 https://alag00.itch.io/unholy-trek Solo project for honing my skills and portfolio
2024	**Between The Signals** Game Off 2024 · Stockholm 📍 https://zoibur.itch.io/betweenthesignals Group project for the Game Off 2024 Jam, hosted by Github

Publications

2023 *Examining the role of sound-scapes for player experience: A Case Study of Darkwood,*
- DiVa portal.

Languages

Swedish	mother tongue
English	● ● ● ●

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