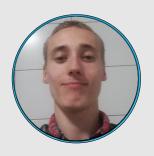
# Alexander **Agfemalm**

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 9





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



## **DEGREES**

2020-2023 Bachelor of Philosophy

UPPSALA UNI · Gotland

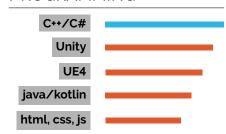
Campus 🏦

2016-2019 Technical School

KLARA TEORETISKA SÖDRA · Stockholm m



## **PROGRAMMING**



## **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



## 2022

Uppsala University · Gotland ♀

Game Design 3: System Design

Game Design 4: Level Design

Real-Time Graphics Programming for Games 1

Al Programming 1

Game Production 2: Vertical Slice

Expression with 2D Animation 1

## UPPSALA UNIVERSITE

### 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



## Portfolio

#### **Chromatic Beat** 2021

GAME DESIGN 2: GAME DEVELOPMENT · Gotland ♥





#### 2021 Kindred

GAME PRODUCTION 1: ARCADE GAMES · Gotland 9

A short 2D Horror Puzzle Game focused on Storytelling. Made in Unity



#### 2022 Teddy's Tale

GGC · Gotland 9

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**

An Asteroid Clone An 2D Platformer

GAME DEVELOPMENT FOR ANDROID · Gotland ♥





### 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**

Examining the role of soundscapes for player experience: A Case Study of Darkwood,

- DiVa portal.

## LANGUAGES

Swedish **English** 

mother tongue