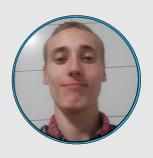
Alexander Agfemalm

Game Developer



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
- Alexander Agfemalm
- github.com/alag00

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 in

2016-2019 **Technical School**

> KLARA TEORETISKA SÖDRA · Stockholm m













UPPSALA UNIVERSITET

NOTEWORTHY COURSES

2021

Uppsala University · Gotland 9

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 9

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 University · Gotland 9

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

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 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 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



PUBLICATIONS

2023 Examining the role of soundscapes for player experience: A Case Study of Darkwood,

- DiVa portal.

LANGUAGES

Swedish English

mother tongue

Alexander Agfemalm 💡 Stockholm 📞 076 044 60 07