

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

in Alexander Agfemalm

github.com/alag00

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.



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



PROGRAMMING

C++



Unity



UE4



java/kotlin



html, css, js



NOTEWORTHY COURSES

2021

UPPSALA UNIVERSITY · Gotland

Game Design 2: Game Development
Programming with C/C++ 4: Computer 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
AI Programming 1
Game Production 2: Vertical Slice
Expression with 2D Animation 1



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

- 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 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 | mother tongue
English | ● ● ● ●

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