

Gameplay Scripter & Designer

Alexander Lund

Phone: +46 (0)73 510 72 42
Email: contact@alexanderlund.se
Portfolio: <https://www.alexanderlund.se>
LinkedIn: www.linkedin.com/in/alexander-lund-se



Education



Game Design, Futuregames, 2017 - 2019

A two-year vocational education. The education is closely connected to existing industry demands and covers **game design, scripting, level design, UX** and **QA**.
The education also includes **four game projects** in collaboration 3D and 2D students.



Digital Games, Blekinge Institute of Technology, 2014 - 2017

A three-year university level education in **media and communications technology**. I studied digital games which focused on **design methods** and philosophies regarding technoscience (human / technology interactions).

Skills

Software: Unity, Unreal Engine 4, Game Maker, Visual Studio, Perforce, JIRA, Maya

Technical: C#, Blueprint Visual Scripting, GML

Other: Quality Assurance, Agile & Scrum, Level Design, UX, UI

Work Experience

Projects



Gameplay Scripting & Design, Out Of The Abyss
Q2 2018

A **First Person Shooter** with randomised levels and weapon systems built in **Unity**. I worked on implementing the **Weapon System, HUD, UI, Animations** and **VFX implementation**.



UNREAL
ENGINE

Gameplay Scripting & Design, Little Reaper
Q1 2018

A side scrolling platformer made in Unreal Engine. I worked on underlying systems, **UI, Animation/VFX/sound implementation** & assisted with AI.



UNREAL
ENGINE

Gameplay Scripting & Design, Throwmotion
Q3 2017

A 2-4 Party game made in **Unreal Engine**. I worked on the **combat** of the game, assisting with character movement and working with artists to implement characters/effects and assets.

Additional Experience

Game Design / Scripting Tutor, Norrevångskolan, GameMaker
2016

Taught a course in basic scripting and design to middle school students. The course consisted of creating a basic platformer using Gamemaker studio.

Board Member / Event Manager / Founder, Iuvo Gaming Non-Profit Organisation
2010 - 2016

Non Profit organisation working to promote social gaming culture. The organisation works with several benefactors / partners to offer weekly events within digital/analog games and other activities as well as larger events.

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