



Alexander Andrejeff

Game Designer

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Stockholm, Sweden

Profile

Enthusiastic and optimistic **game designer** with a background in **programming**.
Fail forward mentality through quick and efficient **prototyping** and **problem-solving**.
Effective **cross-disciplinary collaboration** and **leadership** with an emphasis on **communication**. Winner and nominee for **awards** in recognition of programming and design prowess.

Employment History

Playtester at Sharkmob, Malmö

09/2024–11/2024

- Contracted a few times to playtest and QA the upcoming game 'Exoborne'.
- Provided in-depth feedback and insights on gameplay and balance.
- Spoke directly with developers to get an understanding of what feedback they were looking for.
- Partook in group discussions on various gameplay topics, including gun-play, balance, and UI/UX.

Playtester at Stormteller Games, Gothenburg

12/2023–10/2024

- Contracted on multiple occasions to participate in playtesting for 'Lost in Random: The Eternal Die' at various points in development.
- Communicated directly with the development team about gameplay, systems, and user experience.
- Reached untested parts of levels and bosses, which gave the team an early insight into what those areas should feel like relative to the earlier parts of the game.

Audio Engineer & Roadie at Antrix, Gothenburg

08/2021–07/2024

- Ensured high-quality sound during live performances through live audio mixing.
- Worked as a roadie, setting up and dismantling equipment.
- Assisted in sound checks, ensuring monitors were mixed properly and according to venue limitations.

Education

Higher Vocational Education, Futuregames, Stockholm

09/2025–Present

Higher Vocational Education, Futuregames, Malmö

09/2024–07/2025

Links

alexanderseguin.com | Portfolio

Skills

Unity
Unreal Engine
Team Leadership
Communication
Creative Problem-Solving

Languages

English	Native speaker
Swedish	Native speaker
Japanese	A2