

INFO

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EXPERIENCES

Level Designer (Intern) | 2025 - 2026

Ashes & Diamonds

- Created and maintained documentation across multiple development areas.
- Developed tools to support project production and workflow efficiency.
- Collaborated with cross-functional teams and coordinated meetings, schedules, and deadlines.

Admin Assistant (Fixed-term employment) | 2026-2026

Lunds universitet

- Organizing documents
- Archiving documents with correct dates and names.

Nordic Game Conference | 2024 - 1 Week

Volunteer Work

- Prepared and configured computer workstations for participants.
- Delivered IT support, resolving network and technical issues.
- Supported event operations through stage setup, sound system management, and microphone configuration.

EDUCATION

The Game Assembly | 2023-2026

Level Design

- Studied and applied level design principles, including composition, level flow, combat design, and pacing.
- Collaborated within a multidisciplinary team as a Level Designer on group projects.
- Worked in an Agile development environment, participating in planning, iteration, and feedback sessions.
- Designed, prototyped, and iterated on levels based on playtesting and team feedback.
- Created and maintained Level Design Documentation to communicate design intent and implementation requirements.
- Applied level metrics and player movement analysis to create engaging and readable gameplay spaces.

Ädelfors folkhögskola | 2019-2023

Studied programming, game design, and game marketing fundamentals.

- 1 year of C# Experience with Unity while working on group projects as a programmer.
- 2 Years as a designer, designing experiences, and creating design documents, worked on multiple group projects
- 1 Year Indie Game Studio studied marketing in video games and the business side of running a game company from scratch.