

Alex Bergendorff Ramirez - Game Designer



Contact

Stockholm Based

Email:
A.bergendorff.r@gmail.com

Phone:
+4670 38 38 538

Portfolio:
www.Alexbergendorff.com

Skills

Design - Upper intermediate

Concept Design - Upper intermediate

Painting & Illustration - Proficient

Digital Arts (2D) - Upper intermediate

Programming - Intermediate C & C#

Languages

Swedish - Native speaker

English - Fluent

Spanish - Basic

Norwegian - Fluent

About me

I am a generalist game designer with a long experience from the service sector.

In my free time I usually hang around with my dog Charlie, creating artworks, tattoos, playing guitar and having a lot of cooking going on.

I am currently looking for an employment in the games industry, so if you have any opportunities requiring my skill set, get in touch!

Education

Game Design, FutureGames, Stockholm feb.20 - Mar.22

Game design, Uppsala University, Gotland sept.18 - dec.19

Art history - Senior High School - Spanish 2006 - 2018

Full educational history can be given if requested

Work Experience

FrameBreak, Skövde, Systems Designer 2021 - 2022

Team Kwab, Stockholm, Game/Level Designer 2021-2021
Project employment on "Kenopsia" (Steam release)

Dregs AB, Stockholm, Waiter 2020 - 2021

Bolaget, Visby, Waiter 2019 - 2019

Releasy Customer Management, BCN 2018 - 2018
Technical support - fiber services

Peters Mat-& Vinhandel, Stockholm 2012 - 2017
Sales, Delivery, Admin., Imports

Restaurang Jonas, Stockholm, Waiter 2012 - 2012

Restaurang 1900, Stockholm, Waiter 2012 - 2012

Sjögräs Bar, Stockholm 2011 - 2012
Bartender, Assistant Head Bartender

Full work history & references can be given if requested

Software Proficiencies

