



# ALEXANDER FROST

Gameplay programmer

## ABOUT

My name is Alexander Frost & I'm a gameplay programmer. I've been coding since I was 13 years old and always dreamed of making it in the industry. I have never stopped developing my skills both in my game-making skills and as a person. I am very driven & love to make every corner of the game a wonder to experience.



(+46)76 313 58 00



[alexander.frost@live.se](mailto:alexander.frost@live.se)



Malmö, Sweden



[www.alexanderfrost.se](http://www.alexanderfrost.se)



[Alexander Frost](#)

## SKILLS SUMMARY

<b>C++</b>	Proficient
<b>C#</b>	Experienced
<b>Unity</b>	Experienced
<b>Perforce (P4V)</b>	Experienced
<b>Scrum</b>	Experienced

## LANGUAGE



**Swedish** - Native



**English** - Fluent

## EDUCATION

### **The Game Assembly, Malmö**

2022-Ongoing, Game Programming

*8 Group game projects | Full-time C++ courses  
| Created a DX11 engine from scratch |  
Agile working with scrum*

### **LBS, Helsingborg**

2017-2020, Game Development

*Unity game development | C# courses |  
Game design | 2 group game projects |  
Working with scrum*

## WORK EXPERIENCE

### **Tugg 2019-2023 - Part time**

Waiter / Bartender

*Greet and keep the guests happy. I gained a lot of experience about working as a team with other people.*

### **Utposten 2021-2022 - Part time**

Bartender / Waiter

*Work under stress and had to communicate and cooperate with my colleagues to keep the flow going.*