



Alfred Johansson

GAME DESIGNER & DEVELOPER

EXPERIENCE

2026

Jun – Aug

Game QA Intern

Odd Raven Studios · Stockholm

- Logged 67 bugs and level-design issues in 3 weeks — including a dialogue soft-lock — by recording playtests (OBS + face cam) across controller and keyboard/mouse.
- Wrote 32 feedback notes with fixes and moved bug reporting into a tagged, filterable Google Sheet for the dev leads.
- Ramped onto an unannounced NDA title in days by self-onboarding a new version-control system, naming conventions and the correct Unity version from the studio wiki.

2025

– 2026

Vice President, Student Association

LVL — Södertörns högskolas studentförening

- Coordinated 15+ events and gatherings for the LVL game-dev student association, by leading the team and owning external-partner communication.
- Introduced ~30 students to game development by designing and leading a hands-on workshop, sharpening decision-making under pressure.

2021

– 2023

Data Analyst & Research Assistant

Foodfacts Sweden · Remote

- Delivered data analysis fully remotely with high autonomy, accuracy and clear communication.

NOTABLE GAME PROJECTS

2025

Steam

Murmurs of the Mist — Lead designer & programmer

JamJam Studios · co-op puzzle game

- Shipped a co-op puzzle game to Steam that reached **25,000+ claimed copies**, leading programming and design in an 11-person team.
- Owned the tech foundation as CTO (Unity, Perforce, build pipeline) and designed gameplay, levels, narrative and UX/UI.

2026

In dev

Pizza to Hell — Team lead & designer

Pizza to Hell HB

- Led a 12-person team as arbetsledare — keeping systems modular and integration-ready by setting the workflow and running sync meetings.
- Built the finisher-move system from scratch (combat → dedicated finisher state), enabling clean integration across team-owned modules.
- Cut audio-sync effort with an animation-event-driven footstep system; handled technical art (lighting, sound, animation) and finisher-move cameras.

EDUCATION

2023

– 2026

Bachelor of Media Technology

Södertörn University · focus on game development, design and scripting

2020

– 2023

Upper-Secondary Diploma in Technology

LBS Creative High School

CONTACT

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ABOUT ME

Game designer & developer focused on systems and gameplay. Currently QA testing at a Stockholm game studio.

Former Vice President of a student association, leading events and managing external communication. Strong communicator with a player-focused, problem-solving mindset.

SKILLS

- Quality Assurance
- Playtesting / bug reproduction
- Creative problem solving
- Team leadership
- Team collaboration
- DevOps & Scrum

TOOLS

- Unity
- C#
- Perforce / P4V
- Git & GitHub
- Trello
- Figma

LANGUAGES

Swedish — native
English — fluent

INTERESTS

- Video games
- Music & bass guitar

REFERENCES

Available upon request