

ALEXANDRA KERVEFORS

I am a passionate game developer from Stockholm, Sweden, with a strong background in Level Design from The Game Assembly, where I studied the principles of level design, specializing in level artistry and world-building. My goal is to create immersive and engaging gaming experiences for all players.



WORK EXPERIENCE

- Sep 2022 - Apr 2024 **Junior World Designer**
Coffee Stain Studios, Stockholm
At Coffee Stain Studios in Skövde, I helped with the world design of Satisfactory, focusing on developing and refining existing biomes and areas that needed improvement.
- Jun 2021 - 2023 **Extra Employee Holy Greens**
Holy Greens, Stockholm
- Aug 2017 - Jul 2019 **Trainee Max Employee**
Max Hamburger, Stockholm



EDUCATION AND QUALIFICATIONS

- Aug 2020 - Apr 2022 **Level Design**
The Game Assembly, Stockholm
- Aug 2018 - Jun 2020 **Game Design & Scripting**
Södertörns Högskola, Stockholm



REFERENCES

- Coffee Stain Studios **Emilia Oscarsson (Studio Manager)**
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- Coffee Stain Studios **Julio Méndez (Producer & QA Manager)**
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- Coffee Stain Studios **Marloes de Graaf (Level Designer)**
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- Coffee Stain Studios **Margit Meesters (Producer)**
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PERSONAL

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