







ALEX BRÄYSY

Senior Game Designer

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Experience



Nordlight Games - Senior Game Designer (Nov 2022 - Current) - On "Rubik's Match", I led the design from concept through soft and hard launches, focusing on gameplay, narrative, EoC, and Live-Ops, guided by data-driven design. In syncing with leadership for strategic direction, I managed a team of designers, ensuring detailed documentation and planning were at the forefront.



Gro Play – Game Designer & Producer (May 2021 - Oct 2022) – I lead the design on various projects, such as "Showtime, Alfie Atkins" and "The JerryMaya Detective Agency", creating core system loops and gameplay mechanics. I also had a Producer role, planning the production pipeline, as well as managing the professional and personal development of designers on my team.








King - Game & Level Designer (Mar 2017 - Mar 2021) - Began as an intern Q1 2017 to then work through Junior in the King Berlin office to an Intermediate seniority on "Candy Crush Saga" in Stockholm. My tasks have been maintaining a high level of quality of levels, pre-to-post release, design new in-game features, such as the "Sour Skull", successful revenue and retention projects, as well as coaching & mentoring Junior Designers.



Södertörn University – Assistant Game Design Teacher (2016) - I contributed with planning lessons, holding lectures, giving feedback and ultimately teaching C# and Game Design fundamentals for the first-year Game Design & Scripting students, which tested me on my communication and management skills.

Languages

-  Swedish – Mother Tongue
-  English – C1 Proficiency
-  Polish - Fluent
-  Google Translate - Fluent
-  C# - Basic

Misc. Competence.

- Project & People Management
- Lecturing
- Game Analysis
- Public Speaking
- Tool Design
- Scrum and Agile methodology
- 4th Wall Breaking in Games
- Multiplying with 10.

Achievements & Certificates

Degree of Bachelor of Science in Media Technology - Game Design & Scripting program - 2017

Cambridge Proficiency Exam Certificate – C1 – 2013

Swedish Game Awards

- Finalist - 2015 Swedish Game Awards for **Best Execution in Design** – *Framing of My Life*.
- Finalist - 2016 Swedish Game Awards for **Best Diversity Effort** – *Shield*.
- Finalist - 2017 Swedish Game Awards for **Best Execution in Narrative** – *Development Hell*.



Speed-running - Banjo-Kazooie 100% in 4h.42m.50s. (864th in the World – as of autumn 2017)

