ALEXANDER FROST

Gameplay/AI programmer

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Alexander Frost

ABOUT

My name is Alexander Frost & I'm a gameplay/AI 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.

EDUCATION

The Game Assembly, Malmö

2022-2025, 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

MASSIVE
A UBISOFT STUDIO

2024-2025, Junior AI-Programmer Intern

-Experience in working professionally with an intermediate-level programming language (C++)

-Working on a big AAA title (Star Wars Outlaws)

-Bugfixing & feature implementation for live updates & DLC content

-Working with a large modern in-house engine

-Working with BehaviourTrees

-Crossdisciplinary work with E.g. designers

-Collaboration with other studios

SKILLS SUMMARY

C++	Proficient
C#	Experienced
Unity	Experienced
Perforce (P4V)	Experienced
Scrum	Experienced
Jira	Experienced

LANGUAGE

Swedish - Native

English - Fluent