



Alina Beleza Alexandre

Game Designer

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🔗 <https://alina-alexandre.xyz>

Summary

I am a junior game designer based in Portugal, with experience in design, coding, level design, motion graphics, image and video editing, 3D art, sound design and 2D vector graphics. A portfolio of my work is available at <https://alina-alexandre.xyz>.

Education

Escola Alves Martins	2019 - 2021
STEM	High School
IPB (Instituto Politécnico de Bragança)	2021 - 2025
Game Design	Bachelor's
XAMK (South-Eastern Finland University of Applied Sciences)	2024
Bachelor of Culture and Arts, Game Design	Bachelor's (Erasmus)

Projects

DATURA	February 2025 - Present
Final year project to be released for free on itch.io	

Profiles

🌀 [kohul-sol](#)

Skills

Design

Design of games, including mechanics, resources, planning, etc.
● ● ● ● ○

Motion Design

Knowledge of motion graphics, video editing, programs like Premiere and After Effects, etc.
● ● ● ● ○

Level Design

Level sketches, development of topographic maps, level blockouts, etc.
● ● ● ● ○

Unity

Knowledge of coding with the Unity game engine.
● ● ● ○ ○

Writing

Knowledge of how to build a compelling narrative, scriptwriting, storyboarding, narrative design, etc.
● ● ● ○ ○

Coding

Knowledge of computer sciences
● ● ● ○ ○

3D art

Development of 3D assets, optimization, etc.
● ● ○ ○ ○

2D Vector Graphics

Development of 2D vector graphics for UI elements, etc
● ○ ○ ○ ○

Interests

Gaming	Music
Movies	Literature
Bass Guitar	

Languages

Portuguese

Native language
● ● ● ● ●

English

C2 certified
● ● ● ● ●