



Alina Beleza Alexandre

Game Designer

📍 Viseu, Portugal @ alinaalexandre03@gmail.com

🔗 <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

🌐 kohl-sol

Skills

Design

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

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Motion Design

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

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Level Design

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

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Unity

Knowledge of coding with the Unity game engine.

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Writing

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

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Coding

Knowledge of computer sciences

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3D art

Development of 3D assets, optimization, etc.

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2D Vector Graphics

Development of 2D vector graphics for UI elements, etc

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Interests

Gaming

Music

Movies

Literature

Bass Guitar

Languages

Portuguese

Native language

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English

C2 certified

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