SANDRA ALEXANDERSSON

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PROFILE

I'm a passionate and goal-oriented master's student looking for new opportunities. With my education in game development I have acquired substantial knowledge about research in queer studies, UX, new media and games and I am now eager to apply my skills and evolve creatively through new challenges. Through my motivation and drive for efficiency I maintain a high standard of work and my superb skills in writing and passion for learning makes me eager to delve deeper into academia.

EXPERIENCE

❖ Teacher Assistant (Writing/Narrative Design) and Student Representative, University of Skövde — aug 2020 — Nuvarande

- Repeatedly participated as teacher assistant and workshop leader in courses about game writing and narrative design
- Taught game-focused writing and assisted students in improving their games
- Evaluated and held seminars focused on improvement of narrative design/writing
- Responsible for reworking a course during Spring 2022, organizing workshops, assignments and preparing my own lecture and seminars focused on dialogue in games
- Through my drive and passion I have also been elected as student representative where I have held presentations for a large crowd and supported the university at events targeting new students and their caregivers

❖ Mentor, University of Skövde — aug 2021

- Responsible for mentoring students in need of additional support
- Organized schedules, proof-read works and thesises, assisted with ideas and emotional guidance
- With passion, empathy and a communicative skills I have developed a bond with my students and elevated their academic achievements and confidence

❖ Lecturer, University of Skövde — 2021

- Held a lecture about my own research on the games industry for game development student's at the university
- The research was conducted through a careful analysis of GDC Vault videos which was then coded and analysed
- My research received high praise for its importance and diligence

EDUCATION

❖ Master's Degree in Game Development — aug 2020 — Nuvarande

University of Skövde

- Straight A's in courses related to UX, narrative and the games industry thanks to my passion and writing skill
- Through hard work I managed to have two papers peer-reviewed and on their way to print during my studies in UX
- Wrote several academic papers about queer studies, UX, transmedia and the games industry that received high praise from faculty
- Worked with the app Bandbond as a UX researcher, conducting evaluations and research for the betterment of their product. I was responsible for communication with the client due to my skills in written communication in both English and Swedish
- Created my own game projects where I deepened my knowledge of design and narrative as well as being responsible for art and script-based programming

- Currently writing on my master's thesis about queer game design by developing surveys, holding a workshop and interviewing queer players and queer game developers

❧ Bachelor's in Game Writing/Narrative Design .... aug 2017 — juni 2020
University of Skövde

- Graduated with high grades
- Worked as lead writer/writer/proofreader in two game projects in a larger team
- Collaborated and communicated with members of other disciplines during game projects
- Created several solo projects with focus on interactive writing, dialogue, character and worldbuilding
- Wrote a bachelor's thesis about queer studies that received praise from faculty
- Deepened my experience in research and developed research artifacts and conducted studies through surveys and focus groups

PUBLISHED WORKS

❧ A Taxonomy of Queer Game Design Experiences in MMO Games 2022

- A paper where I did an extensive literature review on existing research surrounding queer play and MMO games
- The previous studies where then combined into a taxonomy and applied to a case study analysis of Final Fantasy XIV
- The developed taxonomy is currently undergoing further research in 2022
- The paper is currently in print for publishing in the book *What Happens When We Play: a critical approach to games user experience design and education*

❧ Same-Sex Romances in Games 2022

- The paper reviews existing research on queer players and queer representation in games and shares anecdotal experiences from the author's own experiences
- The paper discusses the pitfalls and importance of queer representation in games
- Currently in print for publishing in the book *What Happens When We Play: a critical approach to games user experience design and education*

COURSES

❧ Creative Writing in English .... aug 2021 — jan 2022
Linnaeus University

❧ Literature and Gender .... jan 2021 — juni 2021
Linnaeus University

❧ Literary Science .... juni 2020 — aug 2020
Mid Sweden University

❧ Creative Writing .... 2016 — 2017
Luleå University of Technology