



# ALEXANDER PFEIFER

## GAMEPLAY PROGRAMMER



[alexander.pfeifer.06@gmail.com](mailto:alexander.pfeifer.06@gmail.com)



[Portfolio](#)

## ABOUT ME

A team player with 3+ years of experience in game development inside various teams. Furthermore I've gained valuable experience inside multiple mini jobs with customers.

## PROFESSIONAL EXPERIENCE

### [SetActive Media](#)

JUL 2025

Schwerin, Germany

### Software Programmer

Phone, Play Store

### [DT Games](#)

JUL 2024 - OCT 2024

Remote

### Gameplay- Multiplayer Programmer

PC, Steam

I managed to create a game prototype which already gained over 400 people on Discord in less than 6 months.

## APPRENTICESHIP EXPERIENCE

### [Night Shift](#)

SEP 2023 - PRESENT

Schwerin, Germany

### Game Programmer, Project Manager, Game Designer

PC, Steam

I collaborated with colleagues to release on Steam resulting in hundreds of visits.

### [Brainstorming](#)

SEP 2024 - FEB 2025

Schwerin, Germany

### Game Programmer, Project Manager, Game Designer

PC, Itch.io

### [Lights Out](#)

FEB 2024 - JUL 2024

Schwerin, Germany

### Game Programmer, Project Manager

PC, Itch.io

## EDUCATION

### [Designschule Schwerin](#)

SEP 2022 - JUL 2025

Schwerin, Germany

### Qualification in Game Design

Final Grade: 1,3

## TOOLS

**Programming:** Unity, C#, Rider, Visual Studio, Git, Source Tree, Fork

**3D:** Blender, ZBrush, Substance Painter

**2D:** Photoshop, Illustrator

**Sound & Video:** Audacity, Premiere Pro, After Effects, Adobe Animate

**Management:** Trello, Notion, Miro, Google Workspace

## SOFT SKILLS

Teamwork, Communication, Organization, Time Management, Problem-Solving, Responsibility, Self-Empowered, Open-Minded

## HARD SKILLS

Balancing, Rapid Prototyping, Debugging, Design Patterns, Kanban & Scrum, Game Design, Deep Research

## LANGUAGE

|         |        |
|---------|--------|
| German  | Native |
| English | Fluent |
| Russian | Basic  |

## VOLUNTEERING

### Amaze

MAY 2024 & MAY 2025

### Tutoring at Designschule

JUN 2025