



ANDREJS GRIGORJEVS

GAME & UX DESIGNER

ABOUT ME

I'm in my early 30s and I currently live in Stockholm, Sweden. In year 2020 I finally made the decision to take a leap towards making my dream a reality. I got in FutureGames to become a Game & UX designer. Now I'm at the final stage of my studies, where I have to complete a 5-to-6-month internship.

When I was younger my family couldn't afford a computer or any of the newer consoles. So, the only time I could play those kinds of games was when I went over to friend's house.

Not being able to play when I wanted made me be more creative about it. I started coming up and drawing different characters, worlds, and game ideas in my school notebooks. Eventually I had a separate A4 notebook that would I open once I sat down at school. I would close it only at the end of the day or if a teacher yelled at me for not paying them any attention.

Now many years later after moving houses and country all those notebooks are gone. However, the passion is still there, and I can't wait to get to work.

SOFTWARE KNOWLEDGE

- Unity
- Unreal
- Figma
- Photoshop
- Krita
- Blender
- Miro

REFERENCE CONTACT DETAILS

Joel Fällbom

Headteacher for Game & UX design at FutureGames

Mobile +4670 7433 754

joel@futuregames.nu

CONTACT DETAILS

Mobile: +4670 9378 711

andrejs.grigorjevs@futuregames.nu

[Portfolio](#)

[LinkedIn](#)

EMPLOYMENT HISTORY

PAYROLL ADMINISTRATOR

Söderberg & Partners Löner AB | 2016 - 2018

- Worked as outsourced Payroll admin.
(Continues communication outside of company).
- Handled up to 1200 salaries a month.
(Meaning I had a huge responsibility to get things done before deadlines).
- Had full responsibility for 12 companies.
(Unique routines for different clients).
- Was the main contact between companies and my outsourcer.
(Communication with diverse customer range).
- Contacted governmental institutions regarding employee salaries.
(Needing to be aware of different laws and regulations, how and where to apply them).
- Part of a large in-house team.
(Working together to tackle larger tasks).

WAITER

Teaterskeppet | 2016

- Prepared the avenue for events.
(Having to double check and triple check, to make sure everything was in order before customers arrive).
- Served both tables and behind the bar.
(Being able to keep customers pleased through service and communication).
- Was one of the few staff members that served weddings.
(Responsibility and care for details to make someone's unique day near perfect).

EDUCATION HISTORY

GAME & UX DESIGNER

FutureGames, Changemaker Educations | 2020 - Present

- Educate myself along with two other professional roles: game programmers and project managers.
- Multidisciplinary competence within game development, experience-based design, game design, UX, gamification, business development and leadership.

Awards during education:

- 3rd/2nd place in first game project competition.
- Best world building, narrative, and overall 2nd place in second game project competition.
- Best accessibility for the third game project.

CHINESE LANGUAGE COURSE

Nanjing Southeast University | 2018 - 2019

- 1 year of beginner level chinese language.
(I lived abroad in China during my studies, having to acclimate to new way of life and culture).

LANGUAGE SKILLS

- Swedish. (Can communicate with ease in professional and personal environment. Proficient in spoken and written communication.)
- English. (Can communicate with ease in professional and personal environment. Proficient in spoken and written communication.)
- Latvian. (Native.)