



ANDREJS GRIGORJEVS

GAME & UX DESIGNER

ABOUT ME

I'm in my early 30s and currently live in Heidelberg, Germany. In the year 2020, I decided to make my dream a reality. I got into FutureGames to become a Game & UX designer. Now I'm ready to tackle the next step to work within the industry.

When I was young 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 a friend's house.

Not being able to play when I wanted made me get 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. At the start of every class, I would open my notebook rather than any required book, and only close it at the end of the class or if a teacher yelled at me for not paying them any attention.

Now many years later after moving houses and countries, 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

CONTACT DETAILS

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[Portfolio](#)
[LinkedIn](#)

EMPLOYMENT HISTORY

FLIGHT ATTENDANT

SAS | 2023 - 2024

- Rotating crew.

Most of the time flying with new colleagues on a workday basis. Having to adapt and always be a team player first.

- Rotating positions.

Having different positions on aircraft means that tasks for that position are different from others. Always need to stay up to date with what each position is tasked with, equally being able to take over other positions or their tasks if needed.

- Closed loop with the entire crew.

Always sharing and receiving information about the aircraft or anything specific during the entire workday. Making sure that the entire crew is on the same information playing field no matter the situation.

- Keeping a strict safety procedure.

Safety is the most important part of the flight industry. Paying attention to details and full awareness of surroundings at all times. Following procedures to minimize the possibility of any failure ahead of time.

- Vast variety of destinations and passengers

Adjusting to the circumstances yet remaining professional at all times.

- On-the-go problem-solving

At any given moment being able to make a decision and act depending on the situation.

- Staying Calm

No matter if the crew, passenger, or aircraft, remember to stay calm and in control.

- Remaining positive

It's easier to both work and solve issues with a positive attitude.

PAYROLL ADMINISTRATOR

Söderberg & Partners Löner AB | 2016 - 2018

- Worked as outsourced Payroll admin.

Continues communication outside of the 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.

REFERENCE CONTACT DETAILS

Joel Fällbom
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WAITER

Teaterskeppet | 2016

- Prepared the avenue for events.
Having to double-check and triple-check, to make sure everything was in order before customers arrived.
- 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 - 2024

- Educated 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.

Internship at Blamorama | 2023

- 6-month internship at Blamorama as the final part of my education.
- Becoming part of the in-house team and working on a project.
- Doing the entire internship remotely.

Awards during education:

- 3rd/2nd place in the first game project competition.
Best world-building, narrative, and overall 2nd place in the second 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 a new way of life and culture.

LANGUAGE SKILLS

- Swedish.
Can communicate with ease in professional and personal environments. Proficient in spoken and written communication.
- English.
Can communicate with ease in professional and personal environments. Proficient in spoken and written communication.
- Latvian.
Native.
- German.
Currently learning.