

EDUCATION

Game and UX Designer,
FutureGames

September 2020
- June 2022

Please explore my Porfolio at josefolsson.com for individual projects.

EXPERIENCE

UX/UI Designer,
Magic Notion
England (Remote)

February-March 2023

Contract work on a project currently under NDA. Contributions included:

- Designing and updating interactive Figma wireframes for UI flows
- Keeping relevant Confluence documents and Miro boards up to date

Design Intern,
Red Marmoset
England (Remote)

Spring 2022

Responsible for UI Design on an upcoming FPS. Tasks included:

- Research and making moodboards
- Creating mockups and wireframes of menus and HUD
- Implementing designs in Unity
- Participating in feedback over Discord, both giving and receiving

Content Reviewer,
Arvato
Dublin, Ireland

January to
December 2014

Responsible for the management of internet content for one of Google's services in the Nordic markets. Additional responsibilities included:

- Assessing and sending feedback to clients, primarily with regards to policy violations
- Liasing with the wider content management team

Localisation QA Tester,
Activision
Dublin, Ireland

June to
October 2013

Worked as part of a team responsible for the localisation of several high-profile AAA video game titles for Nordic markets. Responsibilities included:

- Proofreading translations from English into Swedish and Norwegian.
- Reviewing both audio and textual language components.
- Black box game testing, including functionality and regression testing.
- Providing ad hoc translations of game text.

SKILLS AND INTERESTS

Software

Microsoft Office, Google Docs, Photoshop, Illustrator, Clip Studio Paint, Blender, Github, Unity, Unreal, Figma

Languages

Native Swedish, Fluent English

OSes

Ubuntu, Microsoft Windows

Interests

Art History, Languages, Tabletop RPGs