

JOSEF OLSSON

GOAL: To learn and grow as a Game Developer

EDUCATION

September 2020 to
June 2022

Game and UX Designer,

FutureGames, Skellefteå

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

August 2006 to
January 2008

Art School,

Solviks Folkhögskola, Frostkåge

EXPERIENCE

Spring 2022

Design Intern, Red Marmoset, England (Remote)

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

January to
December 2014

Content Reviewer, Arvato, Dublin, Ireland

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.
- Evaluating content for other markets where necessary.

June to
October 2013

Localisation QA Tester, Activision, Dublin, Ireland

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

Responsibilities included the following:

- 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

Languages

Native Swedish, Fluent English, Passable Japanese

Software

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

OSes

Ubuntu, Microsoft Windows

Interests

Art History, Languages, Butoh, Tabletop RPGs

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