

## EDUCATION

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From  
September 2020

**Game and UX Designer,**  
*FutureGames, Skellefteå*

Please explore my Porfolio at [josefolsson.com](http://josefolsson.com) for individual projects and processes.

September 2015  
to 2018

**Japanese,**  
*Högskolan Dalarna, Falun*

August 2006 to  
January 2008

**Art School,**  
*Solviks Folkhögskola, Frostkåge*

## EXPERIENCE

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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.

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.

## SKILLS AND INTERESTS

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**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, Languages, Improvisational Theatre, Butoh, Tabletop RPGs, Video Games