JOSEF OLSSON

EDUCATION

September 2020 - June 2022	**Game and UX Designer,** *FutureGames,* Skellefteå

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

EXPERIENCE

February-March 2023

UX/UI Designer, *Magic Notion,* England (Remote)

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

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:
- 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, Butoh, Tabletop RPGs

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