

# 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 Portfolio at [josefolsson.com](http://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.
- Liaising 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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