

## EDUCATION

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

September 2020  
- June 2022

Please explore my Portfolio at [josefolsson.com](http://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.
- Liaising with the wider content management team.
- Evaluating content for other markets where necessary.

**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