

EDUCATION

From
September 2020

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

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.

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

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, Languages, Improvisational Theatre, Butoh, Tabletop RPGs