Filip Wilhelmsson
Technical & UI/UX Designer

Contact

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📍 Stockholm, Sweden

Tools

Unreal Engine 5
Unity
Blender
Github
Perforce
Affinity
Miro
Figma

Skills

UE5 Blueprints
Unreal Engine C++
Technical Designer
UI / UX Designer
C#

Languages

Swedish (Native)
English (Fluent)
Japanese (Beginner)

Work Experience

ION Game Design - Dino dynasty Evolved
UI/UX Designer (May 2025 - Dec 2025)
Open world game developed in Unreal Engine 5 where you play as a dinosaur. I was the sole UI/UX designer on the project during my time there and was tasked with getting the ball rolling on anything UI-related the game needed. This involved ideation, implementation, iteration and a great deal of interdisciplinary communication to meet the requirements and needs of the companies shared vision for the game.

Education

2023 - 2025	**Game Design: Specialization in Technical & Systems Designer** *Futuregames Stockholm*
2022 - 2023	**Bachelor's program in computer game development** *Stockholm University*
2022	**Japanese for professional life – Beginner's course in written language skills** *Linköping Univesity (Distance Studies)*
2021 - 2022	**Psychology 1** *Krisianstad University (Distance Studies)*
2018 - 2021	**Vuxeh – Komvux university preparatory exam** *Komvux (Distance studies)*