



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 Design
- UI / UX Design
- Systems Design
- 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 Design <i>Futuregames Stockholm</i>
2022 - 2023	Bachelor's program in computer game development <i>Stockholm University</i>
2022	Japanese for professional life – Beginner's course in written language skills <i>Linköping University (Distance Studies)</i>
2021 - 2022	Psychology 1 <i>Krisianstad University (Distance Studies)</i>
2018 - 2021	Vuxeh – Komvux university preparatory exam <i>Komvux (Distance studies)</i>