

HERMAN HYLLAND

UX Designer ◆ Game Developer ◆ Visual Storyteller

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 Bruløkka 13a

PROFILE

UX designer with a background in game development, animation, and visual communication. Passionate about creating engaging, educational experiences through user-centered design and creative storytelling. Combines artistic expertise from the Game School with technical understanding from frontend development – a unique profile that bridges design and development. Experienced in developing visual concepts, illustrations, and animations that make complex content accessible and inspiring.

KEY SKILLS

Design & Visual

Figma • After Effects • Illustrator • Procreate
Photoshop • Premiere Pro • UI/UX Design
Concept Art • Illustration • Animation

Technical

HTML • CSS • JavaScript • React
Responsive Design • Accessibility
Game Engines • 3D Modeling • Unity

RELEVANT EXPERIENCE

Visual Designer / UX Designer

NanoPow ♦ Sep 2022 – Mar 2023

- Developed UI/UX design and visual identity for the company's digital platform
- Established design guidelines for color palette, typography, and layout
- Created illustrations and visual elements tailored to the target audience
- Collaborated cross-functionally with developers and management to achieve business goals

Bachelor's Project: VR Training Simulation

Sykehuspartner ♦ Nov 2021 – Jun 2022

- Developed interactive VR simulation for fire safety training – pedagogical design in practice
- Designed user interface and visual elements for immersive learning experience
- Created 3D assets, animations, and concept art for the game environment
- Tested and validated solutions with actual users from the healthcare sector

Customer Service Representative

Foundever, Dresden ♦ Feb 2025 – Present

- Process insurance claims in Salesforce CRM with focus on user experience
- Develop understanding of user needs through daily customer contact

EDUCATION

Bachelor's Degree in Animation and Digital Art

Inland Norway University of Applied Sciences – The Game School ♦ Aug 2019 – May 2022

Game development, concept art, animation, visual communication, character design, 3D modeling, user experience in interactive solutions. Extensive experience with After Effects, Illustrator, Photoshop, and game engines.

Higher Professional Degree in Frontend Development (2-year)

Noroff School of Technology and Digital Media ♦ Aug 2023 – May 2025

Web development, responsive design, UX/UI, React, JavaScript, accessibility and universal design.

LANGUAGES: Norwegian (native) ◆ English (fluent) ◆ German (basic)