

# HERMAN HYLLAND

UX Designer ♦ Game Developer ♦ Visual Storyteller

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## 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)