



Leonie Magnusson CV

born 1995 in Germany

I am a graphic designer and illustrator with an interest for board games, compelling stories, and problem-solving. Originally from Germany, I have lived in **Gothenburg, Sweden**, since 2020. My business partner, Sam Gullman, and I run our small publishing company, Purple Lantern Games, where we publish our own board games and artwork.

Languages: German (native), English (fluent), Swedish (fluent)

Email: leonie.magnusson@gmail.com

Design portfolio: leoniemagnusson.github.io

Work Experience:

2021-11 -
Present

Purple Lantern Games (Founder, Designer & Illustrator, Marketing)

After working on our first board game, The Presence, for three years, my business partner, Sam Gullman, and I officially founded our small publishing company, Purple Lantern Games, in 2023. We then successfully prepared for a global crowdfunding campaign, which we launched in March 2024, raising SEK 1,465,687.

Skills: Graphic design, Illustration, 3D, Video editing, Marketing, Administration, WordPress, UI/UX

2024-08 -
2024-10

Art Faculty, University of Gothenburg (Frontend Web Developer)

As the sole developer for PARSE-journal (www.parsejournal.com) on a temporary contract, I managed the WordPress site, set up a workflow with GitHub Issues, modified layouts, fixed bugs, added features, and cleaned the codebase using PHP, JavaScript, CSS, and HTML. I researched solutions online and leveraged ChatGPT for problem-solving.

Skills: WordPress, UI/UX, PHP, JavaScript, CSS, HTML, Git, GitHub, Docker, VS Code, Terminal

2022-06 -
2023-06

Konstkåren, University of Gothenburg (Chairperson)

As Chairperson of the Art Students of Gothenburg University Union, I spent a year in student politics, managing the union's needs, representing students locally and nationally, creating graphic and social media content, and organising major events like the popular art school Christmas market.

Skills: Leadership, Administration, Political work

2021-09 -
2021-12

Albert (Design intern)

During my internship at Albert, I developed a DIY game-making toy for children called the Analog Game Engine. This tool allows children aged 4 to 6 to create and play their own video games using paper, coloured pencils, and stickers.

Skills: Product design, Graphic design, Illustration, 3D, UX Research

2021-02 -
2021-06

Aranäsgymnasiet and Elof Lindälvs Gymnasium (German Substitute Teacher)

I taught two German classes: an introductory level and an intermediate level for high school students. I enjoyed sharing my native language and culture with the students. Due to the Covid-19 pandemic, many classes were conducted online. This presented unique challenges, which I successfully navigated

Skills: Teaching

2020-09 -
2021-01

Strawbees (Design Intern)

During my 5-month internship at the toy company Strawbees, I was involved in a variety of tasks. I worked on their Black Friday campaign, created social media content, wrote instruction books for their products, and developed a prototype for a magazine.

Skills: Graphic design, Illustration, Social media, Marketing

Education:

2018-2022

M.A. Child Culture Design, University of Gothenburg

2015-2020

B.A. Design of Playing and Learning (Industrial Design), Burg Giebichenstein University of Art and Design

2020-08 -
2021-01

Software Engineering and Management, University of Gothenburg

- Requirements and User Experience
- Mathematical Foundations for Software Engineering
- Object-Oriented Programming

German Teacher Education

- German, Introductory Course: Oral and Written Proficiency, Gothenburg University
- German A, Modern Literature in German and Literary History, Umeå University
- German: German Grammar, Dalarna University
- German B, Literature and History of the German Literature - from Enlightenment to Naturalism, Umeå University
- German B, Language Structure and Language Variation, Umeå University
- German, Cultural Studies: German Speaking Cultures after 1945, Gothenburg University

2024-01 -
2025-01

2025-01 -
Present