VENDELA C. LARSSON
UX Designer

Website
www.vemdel.se
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Fluent in Swedish and English

✛ TIMELINE

2017 – present
Lunar Soil - Game & Website
UX/UI/Game Designer at Morgondag
Platforms: Console & Desktop
https://lunar-soil.com

2016
imprint-X - Game & Website
UX/UI/Game Designer at Morgondag
Platforms: Mobile, Desktop
https://imprint-x.com

2013-2015
RymdResa - Game & Website
UX/UI/Game Designer at Morgondag
Platforms: Desktop
http://rymdresa.com

2014
Sant Enligt mig - Website
Web Designer at Teater Tre, Freelance
Website to the theatre performance "Sant enligt mig", served as pedagogical material for children.

2013 – present
Morgondag
UX/Game Designer at Morgondag
UX designer and Consultant - apps, games, web & research.

2013-2015
FutureGames Academy - Education
Game Design

2013
Marisol - Game
Game Designer & Graphics at Unga Klara, Freelance
Mobile and Web game which served as pedagogical material for school children and their teachers.

2012
Stockholm University - Education
Theatre History (15 ECTS)
Concept of Culture (7.5 ECTS)
Cultural theories (7.5 ECTS)
Scientific Essay - Culture (7.5 ECTS)

2011
Linnaeus University - Education
Dramaturgy (15 ECTS)
Creative Writing (7.5 ECTS)

✛ PROFESSIONAL SKILLS

UX/UI Design	Flowcharts
Responsive Design	Office 365
Copywriting	Balsamiq
iOS & Android Design	Google Tools
Scrum/Kanban	Principle
HTML & CSS	Marvel
Adobe Creative Suite	Jira
InVision	Unity
Trello	Unreal Engine
Sketch	GitHub
MindNode	Narrative Design

✛ PERSONAL SKILLS

Creative	Adaptive
Organized	Punctual
Communicative	Ambitious
Respectful	Kind

✛ NOMINATION

Swedish Game Awards 2015
Game of the year
RymdResa

✛ PLAY MY GAMES ❤

RymdResa and imprint-X are available on Steam. imprint-X is also available on App Store.