



Amanda Alling Andrén

Game UX Designer

“ Amanda is a powerhouse, an intuitive and passionate designer that understands experience design at it's core. ”

Jasmin Dahncke, Senior UX Designer at Mainframe Industries



✉ amanda@alling.org
🌐 amanda.alling.org
☎ 070 998 22 82
📍 Stockholm, Sweden
🌐 amanda-alling-andren



Figma
Prototyping



Notion
Project Management



Jira
Issue Tracker



Miro
Collaboration



Photoshop
Photo Editor



Microsoft Office
Productivity

User Testing

User Research

Prototyping

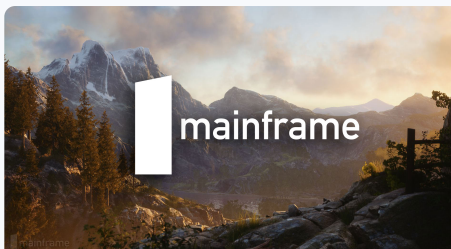
Wireframing

HTML

CSS

JS

Latest projects



Blind Accessible Traversal System

Designed a solution to make the traversal system more accessible and enjoyable for totally blind individuals in a sandbox MMO.

🔗 <https://amanda.alling.org/mmo>



Challenge System

Created a non-grindy challenge system which would not overwhelm the players, for a rogue-lite.

🔗 <https://amanda.alling.org/madshot>

Experience



UX Designer Intern
Fast Travel Games

Jan 2022 - Ongoing
📍 Stockholm, Sweden

VR Game #1

- Tutorial & Onboarding Tests
- Controls Cheat Sheet

VR Game #3

- Tutorial & Onboarding Test
- UI & Menu Flow Feedback

VR Game #2

- Feature Tests

VR Game #4

- Accessibility & Comfort Options



Bookseller
Science Fiction Bokhandeln

Oct 2012 - Ongoing
📍 Stockholm, Sweden

Bookstore

- Customer Service
- Strategic Marketing Initiatives

Extra

- Project Management
- Corporate Promotion Events



Programmer Intern
Craft Academy

Dec 2017 - Mar 2018
📍 Stockholm, Sweden

Education



Changemaker
Educations

UX Design
Aug 2020 - May 2022

- UX & Game Thinking
- Game Psychology
- Game Design
- Gamification



Craft Academy

Full Stack Developer
Aug 2017 - Nov 2017

- JavaScript
- HTML & CSS
- Ruby On Rails
- Version Control



Game On
Skill Up

Mentorship Program
May 2021 - May 2022

- Training
- Game Jams
- Won Rookies PC during IDGA's Summer Jam

References available upon request. Further recommendations available on [LinkedIn](#).



Swedish
Native



English
Proficient