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

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🔗 amanda.alling.org

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📍 Stockholm, Sweden

in amanda-alling-andren

Figma
Prototyping

Notion
Project Managment

Jira
Issue Tracker

Miro
Collaboration

Photoshop
Photo Editor

Microsoft Office
Productivity

User Testing | User Research

Prototyping | Wireframing
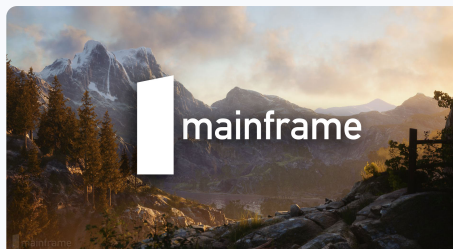
HTML | CSS | JS

🇸🇪 **Swedish** Native   🇬🇧 **English** Proficient

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.