

AMANDA ALLING ANDRÉN

UX Designer with Game Focus

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- Passionate about enhancing the experience of games
- Interested and knowledgeable about technology
- Problem solver with a structured way of working

"A great team player that is both good at listening and giving clear feedback, and on top of that, always full of good ideas."

Nina Lindström, Purchaser at Science Fiction Bokhandeln

EDUCATION

2020.09 – 2022.05

EXPERIENCE DESIGNER | **Changemaker Educations**

- Worked with real client briefs
- Course examples: UX & Game Thinking, Game Design, Game Psychology & Gamification, ARG - Alternate Reality Game

2017.08 – 2017.11

PROGRAMMING COURSE | **Craft Academy**

- JavaScript, HTML5, CSS3, Ruby on Rails etc.
- Agile methodology, project planning, unit- & feature testing
- Worked with a client during the final project

EXPERIENCE

2012.08 – Ongoing

STORE EMPLOYEE | **Science Fiction Bokhandeln**

- Customer service and strategic marketing initiatives
- Planned and executed corporate promotion events

2017.12 – 2018.03

INTERN | **Craft Academy**

- Programmed, managed social media, copywriting
- Planned and executed corporate promotion events

2012.08 – 2017.08

ASSISTANT | **CO.Film**

- Created and managed the website
- Designed posters & created visual concept
- Researched & provided text materials

LANGUAGES

Swedish ●●●●●
Native

English ●●●●○
Proficient

SKILLS

Gamification

Game Design

Prototyping

Figma

JS

CSS3

HTML5

Jira

Miro

Github

Adobe Photoshop

Microsoft Office

User Testing

Design Thinking

Agile Project Management

References available upon request
Recommendations and more on [LinkedIn](#)