Hanna Eriksson
Designer and Developer

" I develop and design with a focus on the user experience. "

abramshanna.github.io

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Education

Vocational Studies · Game Design

Futuregames, Stockholm
2022 - Present

Practical studies in game design, developing games in engine.

- Game Design
- Level design
- UI/UX
- Programming
- System design
- Prototyping
- Quality assurance
- Game projects

Bachelor's Degree · Informatics

Jönköping University, School of Engineering
2016 - 2019

Studies in web development and graphic design.

- Graphic design
- Digital design
- Programming
- UX/UI design
- Interaction design
- User research
- Project management
- Information architecture

Software

Adobe Creative Suite   Figma   Jira

Visual Studio   Perforce   GitHub

Programming

C#   C++   Blueprints

Javascript   HTML   CSS

Engines

Unity   Unreal Engine

Experience

Digital Designer · Kompis

Feb 2024 - Present

Digital Designer · Dustin

May 2022 - Dec 2023

Designer on a cross-functional design and production team, delivering weekly campaigns for brands by designing and producing landing pages and banners. Partaking in meetings and workshops to develop and improve design assets.

Web Editor · Allmänna Arvsfonden

Jan 2021 - Jan 2023

Freelancing as a web editor for the project "Pengar!", managing, editing and publishing content for their website.

Web Designer · WebbEss

Sep 2021 - Feb 2022

Desiging and producing websites for clients.

Graphic Design Intern · Raring Design

Apr 2019 - May 2019

Internship at an editorial advertising agency practicing digital design, marketing, motion design and video editing.

Other Experiences

Outside of design I have worked in a variety of environments and roles, including as a lifeguard, caregiver, IT technician, substitute teacher, sawmill operator and more. All of which have been valuable experiences and given me the chance to work with a wide range of individuals.

References upon request.