

# Hanna Eriksson

Curriculum vitae

Designer and Developer · UI · UX

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

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## Education

### Vocational Studies · Game Design

Futuregames, Stockholm

2022 – 2024

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

## Software

Adobe Creative Suite

Figma

Jira

Visual Studio

Perforce

GitHub

## Programming

HTML

CSS

Javascript

C#

C++

Visual Scripting

## 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 "Pengarl!", managing, editing and publishing content for their website.

### Web Designer · WebbEss

Sep 2021 – Feb 2022

Designing 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.