

# Hanna Eriksson

Curriculum vitae

Game Designer · UI · UX

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

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## Education

### Bachelor's Degree · Informatics

Jönköping University, School of Engineering  
2016 – 2019

Studies in web development and graphic design.

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

### Vocational Studies · Game Design

Futuregames, Stockholm  
2022 – Present

Practical studies in game design, developing games in engine.

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

## Software

Adobe Creative Suite   Figma   Jira

Visual Studio   Perforce   GitHub

## Programming

C#   C++   Blueprints

Javascript   HTML   CSS

## Engines

Unity   Unreal Engine

## Experience

### Digital Designer · Dustin

May 2022 – Present

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 – Present

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.