Hanna Eriksson

Game Designer

" I develop and design with a focus on the user experience. abramshanna.github.io abramshanna@outlook.com +46 73 695 58 14

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Education

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

Bachelor's Degree • Informatics

Jönköping University, School of Engineering 2016 - 2019

Studies in web development and graphic

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

Software

Adobe Creative Suite		Fiç	jma	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.