Hanna Eriksson

Designer and Developer

" I develop and design with a focus on the user experience. abramshanna.github.io abramshanna@outlook.com

linkedin.com/in/abramshanna

Education

Vocational Studies · Game Design

Futuregames, Stockholm 2022 - 2024

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 design.

- Graphic design Interaction design
- Digital design User research
- Programming
- · Project management
- ui/ux
- Information architecture

Software

Adobe Creative	Fig	ma	Jira	
Visual Studio	Perforce		GitHub	

Programming

HTML	css	Javascript
C#	C++	Visual Scripting

Engines

Unity **Unreal Engine**

Experience

Digital Designer • Folket / Kompis

+46 73 695 58 14

Feb 2024 - Present

Designer on the Dustin team.

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.