



linkedin.com/in/joakim-hedman

artstation.com/zahhibb

zahhibb.itch.io

Former Technical Designer that is now honing their skill in UX design and technical UI implementation. Have a forward-thinking attitude for figuring out clever and sleek solutions, and learning new concepts in general.

What I like to do in my free time?

Attend Game Jams

itch.io

Create wireframes of upcoming games

[ArtStation](https://ArtStation.com)

Experiences



Technical Designer at **Stunlock Studios** (Skövde, Sweden)

Jan 2017 - Aug 2017

Programming - Game design - Encounter design

Primary focus on the development of game modes for their flagship title **Battlerite**, where I designed and implemented various kinds of systems and mechanics.

- Released **2 game modes** to positive acclaim, and were working on a 3rd when my contract ended.
- *Level design* - iterating on the design of competitive maps.
- *Encounter design* - designing and implementing tutorial sequences.
- *UI design* - sketching & wireframing of menus.



Frontend Web Developer at **The Farm** (Falköping, Sweden)

Sep 2018 - May 2020

Web development - Web design - UX/UI design

Frontend development and support towards various clients' web pages, such as Helly Hansen, Leo's Lekland, and Suzuki.

I mainly spent time developing and implementing features for sites, but I also got to work on designing and wireframing several product pages and newsletters.

My main tools and frameworks were Wordpress, ReactJS, and Adobe XD.

Education



Game & UX design at **FutureGames** (Skellefteå, Sweden)

2021 - present

Game design - Prototyping - UX/UI design

Higher Vocational Education where I learned and improved my skills in UX, UI, and technical game design. Game engines used were **Unity** and **UE5**.

- Won 2 school awards ("Gamers Choice" & "Best overall design") on our first game project, '**Akined**'.
- Worked as a preparatory course teacher of **FutureGames** for 4 days where I taught and helped people interested in going into a game development education with their game design & CV.



Computer Game Developer at **Folkuniversitetet** (Skövde, Sweden)

2015 - 2017

Programming - Game design - Scripting

Vocational education in game development where I learned and improved my skills in Unity, Unreal Engine 4, Game design, Level design, and more.

Here I acquired my first relevant game industry skills and discipline for creating games.

Software & Engines



Unity



Unreal



Figma



Word



Photoshop



XD



Git



Miro

Skills

- UI design & Wireframing
- System design
- Level design
- Scripting (C#, UE Blueprints)
- UX-research & testing
- Rapid prototyping
- Ideation & brainstorming
- Web development (HTML5, CSS3, JavaScript)