

After studying **Game Design at FutureGames** in Stockholm (2019-2021), I have since broadened my experience with UI, taking on diverse roles ranging from art and design to technical implementation.

**Tools:** Unreal Engine, Frostbite Editor, Figma, Adobe Creative Software, Unity

## Experience

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### **DICE (ELECTRONIC ARTS)**

#### **Technical UI Designer**

June 2022 - Present

I contribute to live-service updates and in-engine prototyping, taking charge of technical UI design in game modes and progression. My role involves building, maintaining, and bridging the gap between design and code.

### **TOADMAN INTERACTIVE**

#### **UI / UX Designer**

January 2022 - June 2022

I drove UX design for multiple projects, actively contributing to technical UI implementation in the main project, Minimal Affect. I collaborated closely with diverse disciplines and producers across the projects.

#### **Junior UI / UX Designer**

August 2021 - January 2022

During this time, I led UX design and supported implementation, collaborating closely with a UI artist and programmer to enhance accessibility. Notably, we worked on gamepad support and customizable UI colors and text size.

#### **UI / UX Design Intern**

January 2021 - August 2021

As an intern, I solely took charge of UX design and supported implementation for Minimal Affect, collaborating closely with an artist to establish a stable UX foundation and create accessible and gameplay-enhancing design patterns.

### **HAZELIGHT STUDIOS**

#### **UX Designer**

November 2020 - January 2021 (Contractor)

For my school degree project, I had the opportunity to work on It Takes Two. Initially brought in as a QA tester, I quickly transitioned to creating UX flows and wireframes while also assisting the team in creating art assets.