



# AKSEL ENGLUND

UX & GAME DESIGNER

072-504 40 49

akselportfolio@gmail.com

## PROFILE

Hi. My name is Aksel Englund. I am a Game Designer specialized in UX Design with a strong focus on accessibility and user centered design.

## EDUCATION

**Futuregames**   
Game Design

**Stockholm University**   
Social Anthropology

**JB-gymnasiet**  
IT & Media

## SKILLS

Adobe Photoshop

Adobe XD

C#

Blueprint widget scripting

Flowcharts

Wireframing

User research

## EXPERIENCES



### Spotify

Interface tester

Modeling and testing of interfaces, creation of flowchart for apps, and test cases.



### Wifog

Team Leader. Testing and QA of new interfaces and app features. Responsible for QA for all digital channels function, design and maintenance.

responsibility for personnel and training for the support department.



### Smällskapet

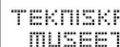
Nonprofit organization

Co-founder and Media Manager



### Mobil

Editorial assistant for Mobil Business and event company Mobile Institute.



### Tekniska Museet

Teacher and Mentor. Held beginner and advanced courses in Unreal Engine and game design.

### Adimo & InMobile

System and interface tester. Established test protocols for SAS, Kista Science City AB and SSIS.

# GAME DEVELOPMENT

## GAME PROJECTS

---

### L.U.X IN THE TEMPLE OF SHADOWS

*Product Owner, UI/UX designer, Gameplay Designer*

A 3D exploration game, built in **Unity** over the span of seven weeks at **Futuregames**. I worked with **UX** design, created the player **camera** and the **UI** design. I worked on the **gameplay** experience, focusing on **user centered design**. I conducted **user research** through quantitative interviews and playtesting, and then applied this to the project.

We applied a **SCRUM** project methodology, working towards an MVP for every milestone. As the **Product Owner** my responsibility was to make sure the **game's vision** was being executed, and that the milestones were reached. I presented the games **pitch** and adapted the SCRUM methodology according to the needs of the group.

The **pitch** and the **UI** design received positive feedback from the jury, which consisted of industry professionals from DICE, Avalanche Studios and King.

---

### REBEARTH

*Project Manager, Game Designer, Scripter*

A 3D puzzle game, built in **Unreal Engine 4** over four weeks. I worked with the **game design**, created the initial design of the game together with the level designers to make sure that the game's mechanics, flow and vision were being followed. I worked on the **UI** for the game, closely with the **2D artists**. I created the **HUD**, the menus and tutorial prompts. I worked closely with the **level designers**, creating **tools** and helping with **performance**.

As project manager I applied **SCRUM** project methodology, holding daily stand-ups. I presented the **pitch** for the stakeholders, and updated them on the project's progress every week.

---

### THROWMOTION

*UI/UX Designer, UI Scripter, Game Designer*

A 3D local multiplayer game, built in **Unreal Engine 4** over two weeks at Futuregames. I worked with **UI**, designing the **HUD** scoreboard and menus, as well as scripting the menu's functionality. I worked on the level design and helped with scripting of the camera, using **blueprints**. I also presented the pitch to the jury.

---

## ADDITIONAL GAME DEVELOPMENT EXPERIENCE

- **Level design** for the platforming game Skylar & Plux: Adventure on Clover Island.
- **UX design** and analysis on an assignment at futuregames.
- **Mentor** at Futuregames. Teaching applicants for Futuregames about game design.