



AKSEL ENGLUND

UI/UX DESIGNER

akselenglund.com

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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

The Adobe Suite

C#

Blueprint widget scripting

Flowcharts

Wireframing

User research

EXPERIENCES



Ubisoft - Massive Entertainment

UX Designer

Designing UCD solutions together with a multidisciplinary team.



Avalanche Studios

UX Designer

Designing holistic game experiences. Developing UCD methodologies for the studio. Working with user retention, accessibility and usability solutions.



Spotify

Interface tester

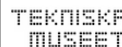
Modeling and testing of interfaces, creation of flowchart for apps, and test cases.



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.



Tekniska Museet

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



Smällskapet

Nonprofit organization

Co-founder and Media Manager



Mobil

Editorial assistant for Mobil Business and event company Mobile Institute.