

PETER JOHANNESSON

UI/UX-designer



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Education



Changemaker Education

Future Games

2016 - 2017

Higher vocational university, with focus on game/level design and scripting.



Södertörns Högskola (university)

2014 - 2015

Stand alone course with focus on Graphical design and illustration.



Stockholm University

2012 - 2015

Bachelor's programme for computer game development, with focus on 3D modeling and game design.

Professional experience



Hearts of Iron IV - Paradox Interactive

February 2017 – August 2017

UX designer internship, when I worked on improvements for existing interfaces and creation of new interfaces for new features (most notably the expansion Death or Dishonor).

STELLARIS

Stellaris - Paradox Interactive

January 2017 – February 2017

UX designer internship. Drawing up sketches for future improvements and features.



Immortal Unchained - Toadman Interactive

December 2017 –

Full time UX designer, where I am creating mock-ups and flow charts for various interfaces.

Technology skills

Graphics editors & sketch programs

Adobe Photoshop

Adobe Illustrator

Sketch

Figma

Subversion

SVN Tortoise

Bug reporting programs

JIRA

Game engines

Unreal 4

Unity

Defold

Languages

Swedish (native language)

English (fluent)

Other

Drivers license Car (B-körkort)