



JULIUS SELLGREN

UX/Game Designer

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Stockholm

Work Experience

IT Consultant - Randstad

Oct 2021 - Present

- Developed and optimized import/export packages, achieving a 96% quality rating and ranking in the top five for speed in the office.

B-driver - Postnord

Feb 2023 - Jan 2024

- Delivered top-tier customer service, achieving a 98% satisfaction rate through effective issue resolution and targeted benefit communication.

- Supervised a team of 20+ drivers.

Logistics - Mediamarkt

Aug 2018 - June 2019

- Implemented a new inventory management system that improved stock accuracy by 30% and reduced stock discrepancies by 40%.

Computer Technician - Elgiganten

June 2018 - Aug 2018

- Created automation tools and software to automate some of the most frequent issues resulting in a 40% reduction in troubleshooting time.

Greenkeeper - Lindö Hotell och Konferens

June 2016 - June 2018

- Maintained the golf course. Assisted end customers with questions and equipment solutions.

Internship

Game Designer - MDA Digital

Jan 2022 - May 2022

- Collaborated with senior designers to develop and refine game mechanics, resulting in a 25% increase in user engagement during beta testing.

- Assisted in creating level designs for a VR-FPS game, contributing to a 10% improvement in player retention rates.

- Map Creation: Created a level inspired by Afghanistan's mountainous terrain, including a central dried-out lake bed and a fortified village, which offered varied gameplay experiences and was tested with 14 users.

- Transformed player engagement by introducing tactical movement mechanics, resulting in a 40% increase in user retention and a 25% rise in positive user reviews during the internship.

Education

Master of Science - Södertörn's University

Aug 2022 - June 2024

Media Technology - User Experience and Interactive Media Design

Bachelor of Science - Södertörn's University

Aug 2019 - June 2022

Media Technology - Game's Program - Game Design and Scripting

Skills

Research

Affinity Diagram, Competitive Analysis, Journey Mapping, Observations, Personas, Stakeholder Interviews, Storyboard, Survey, SWOT Analysis, User Interviews, User Scenarios, User Stories, Qualitative Analysis, Quantitative Analysis

Tools

Interface Design - Figma
Project Management - Miro, Jira
Data Analysis - Orange, Google Analytics, Hotjar

Design and Testing

A/B Testing, Design Thinking, Prototyping, Rapid Prototyping Storytelling, Usability Testing, Wireframing, Wizard of Oz

Web and App Development

HTML, CSS, JavaScript, Scrum

Game Development

Game Engines - Unity, Unreal Engine
C#, C++, Scrum

Languages

English - Advanced

Swedish - Native