Nina Morgan Olsson
UX/UI Designer

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Education

UX-Designer
01/2023 - 11/2024

Yrgo - Göteborg

I have studied UX-Design at Yrgo where I have learnt how the Design process works, how to work with different methods to create an idea and test it's usability with relevant users.

Technical Artist
08/2013 - 01/2015

The Game Assembly - Malmö

Python scripting for Maya, rigging and VFX. Worked in large teams of 23 people to create games together with artists and developers.

3D-Artist
08/2007 - 08/2009

Gamemaker - Arvika

I have studied 3D Art for games and worked in teams of 15 people to create games with other artists and developers.

Work experience

Content Producer
12/2016 - Present

Funkis Multimedia AB

I am working with implementation and editing of images, videos and texts, with leading projects, administrating, localization and being responsible for managing the casting of Actors for filming.

UX-Designer (Internship)
08/2024 - 11/2024

RISE

I have worked with various projects and helped out with making wireframes, brainstorming, workshop material and facilitating workshops.

UX-Designer (Internship)
04/2024 - 06/2024

Trafikverket

I have worked with making a user study and a new design of their internal ordering system.

Game Designer
08/2015 - 01/2016

Newnorth Technology

I created 2D/3D Art, Game Design and VFX in various projects.

Skills

User Research
Wireframing
Prototyping
Usability Testing
Workshops
Web Design
Digital Illustrations
3D-modelling
Game design

Tools

Figma
Sketch
Adobe Creative Suite
Mural
Miro
Microsoft Office Suite
Autodesk Maya
Unity
Unreal