

# ASTRID PEHRSSON ANKARSTRAND

UI/UX & TECHNICAL  
DESIGNER

## MY CONTACT

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### Email

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### Portfolio Website

astridpehrssonankarstrand.  
github.io

## SKILLS

- UI / UX Designer
- Technical Designer
- UE5 Blueprints
- C#
- HTML + CSS

## TOOLS

- Unreal Engine 5
- Unity
- Figma
- Miro
- Github
- Perforce

## ABOUT ME

Hello, I'm a versatile game developer with an expertise in UI/UX design and technical design. I'm proficient working in Figma and have extensive experience working with Unreal Engine 5 as well as Unity. I'm dedicated to continuously improving my skills and staying up-to-date with the latest industry trends and technologies.

## EXPERIENCE

### Fear of the Light | 2024

UI/ UX Designer

Nominated for Best Design at the Swedish Game Awards 2024 & released on Steam in November.

## EDUCATION

### 2023-2025

Futuregames  
Stockholm

**Game Design Specialization Technical /  
Systems Designer**

### 2017-2022

Stockholm  
University

**Bachelor in Computer Game  
Development**