



ASTRID PEHRSSON ANKARSTRAND

TECH & UI/UX DESIGNER

SKILLS

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

ENGINES

- Unreal Engine 5
- Unity

TOOLS

- Figma
- Miro
- Github
- Perforce

LANGUAGES

- Swedish (Native)
- English (Fluent)

CONTACT

Email: astrid.pehrsson_ankarstrand@hotmail.com
Portfolio: astridpehrssonankarstrand.github.io

WORK EXPERIENCE

May 2025 – Dec 2025 **UI/UX & Tech Design Intern**

Blue Scarab Entertainment – Equinox: Homecoming

Developed in Unreal Engine 5. My tasks involved assisting in the production of UI elements and work with technical implementation of system design/gameplay.

- Hooked up UI features to work with existing game systems.
- Solved UI related bugs.
- Designed UI that align with the games established visual design.

AWARDS

Fear of the Light – UI/ UX Designer

Student project at Futuregames.

- Nominated for BEST DESIGN at the Swedish Game Awards 2024.
- Winner of BEST TECH the Futuregames Awards 2024.

EDUCATION

2023–2025	Game Design: Specialization Technical & Systems Designer <i>Futuregames Stockholm</i>
2017–2022	Bachelor in Computer Game Development <i>Stockholm University</i>
2014–2017	The Social Sciences Program – Psychology, Behavioural Sciences <i>Klara Theoretical High School (Formerly known as Mikael Elias High School)</i>