

ANETTE ESSEL

UX/UI Designer

www.anetteesseldesign.com
anetteesseldesign@gmail.com

EDUCATION

Uppsala University
Bachelor of Arts in Game
Design and Graphics
Visby, Sweden
2018 - 2021

SKILLS

UX/UI Design
UX Research
Wireframing
Prototyping
Information Architecture
User Flows
Graphic Design
Game Design

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe XD
Figma
Unity
Unreal 4 Engine
Maya
MotionBuilder

LANGUAGES

Finnish (Native)
English (Fluent)
Swedish (Beginner)

OTHER JOB EXPERIENCE

Ward Domestic
HUS Asvia
Helsinki, Finland
2014-2018

PROJECT EXPERIENCE

2D/3D ARTIST & GAME DESIGNER

Amor Ex Machina

PS4 & PC, 2020

- Responsible for UX/UI design, rigging and animating 3D characters, graphic design, and the original gameplay concept.
- Collaborated with another artist in art direction and the creation of 3D assets for the environment.
- Collaborated with a team of six others in game design and story.

2D ARTIST & GAME DESIGNER

Jerry's Birthday Party

Boardgame, 2019

- Responsible for the graphic design of the box, event cards, and the rulebook.
- Collaborated with another artist in the creation of 2D art assets.
- Collaborated with a team of four others in game design.

2D ARTIST & GAME DESIGNER

Cast By Light

Arcade & Mobile, 2019

- Responsible for graphic design including logos and promotional material.
- Collaborated with another artist in the creation of 2D assets and the style guide.
- Collaborated with a team of five others in game design.
- The game won the Jury Spotlight Award and was nominated for Best Art Direction and Best Game in Show, the only project by first-year students to do so at Gotland Game Conference 2019.

2D ARTIST & GAME DESIGNER

Memento Mori

PC, 2019

- Responsible for UX/UI, background art, and the screenplay.
- Collaborated with a team of four others in game design.