



AKSEL ENGLUND

UX & ACCESSIBILITY DESIGNER

akselenglund.com

076-031 37 27

akselenglund1994@gmail.com

PROFILE

Hi. My name is Aksel Englund. I am a UX Designer with a strong focus on accessibility and user centered design.

EDUCATION

2017-2019 **Futuregames** 
Game Design

2016- 2017 **Stockholm University** 
Social Anthropology

2010-2013 **JB-gymnasiet**
IT & Media

SKILLS

The Adobe Suite

C#

Blueprint widget scripting

Flowcharts

Wireframing

User research

Accessibility

EXPERIENCES



Mojang Studios 2022-Current
UX & Accessibility Designer
Sole UX designer managing the accessibility and UX on Minecraft Dungeons



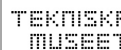
Starbreeze Studios 2021-2022
UX & Accessibility Designer
Helping establish the UX discipline.
Working with accessibility throughout the teams and the studio.



Ubisoft - Massive Entertainment 2019-2021
UX & Accessibility Designer
Designing UCD & accessibility solutions together with a multidisciplinary team.



Avalanche Studios 2018-2019
UX Designer
Developing UCD methodologies for the studio. Working with user retention, accessibility and usability solutions.



Tekniska Museet 2017-2018
Teacher and Mentor
Held beginner and advanced courses in Unreal Engine and game design.



Spotify 2013
Interface tester
Modeling and testing of interfaces, creation of flowchart for apps, and test cases.