



# Technical UI Designer **GUSTAV MAGNUSSON**

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I am a diligent and detail-driven Technical UI Designer with 2+ years of hands-on experience developing AAA live-service games. I specialize in crafting high-quality, scalable UI systems and have a proven ability to design and implement technical designs from concept to shipped product. I'm always on the lookout for improvements in technology, user experience, and my own technical expertise.

## PROFESSIONAL EXPERIENCE

### **DICE (EA) - Technical UI Designer**

*January 2024 - Present / Battlefield*

- Built high-quality, scalable, and reusable AAA UI for launch and live service features using Frostbite
- Translated wireframes and designs into shippable UI, including animation
- Optimized UI for top-tier FPS performance across platforms
- Owned the technical design and implementation of multiple complex, futureproof features
- Improved workflows and cross-craft collaboration by engaging in initiatives for efficient and robust implementation
- Built UI-to-game-world interfaces for mesh, camera & animation logic
- Iterated rapidly to validate and refine UI systems

## EDUCATION

### **FutureGames - Game Design Programme**

*September 2022 – August 2024 / Higher Vocational Education (Yrkeshögskola)*

- Specialized in technical game design in Unreal Engine and Unity using Blueprints, C#, and C++
- Designed and built player-facing systems and developer tools
- Developed deep understanding of core game design principles and their practical application
- Collaborated in agile teams to develop games and prototypes in industry-led projects
- Completed a 30-week internship at DICE (EA) with hands-on production experience

### **Teknik College Mälardalen - Technology & Data Science Programme**

*August 2019 – June 2022 / Upper Secondary Education (Gymnasium)*

- Courses included: Programming (C#), Web Development (HTML, CSS), Mathematics (1c-4), and more
- Completed a thesis titled “**Game Development in Unity**”, utilizing C# in a 2D game

## **SOFTWARE EXPERIENCE**

**-Frostbite, Unreal Engine, Unity, Figma, Adobe After Effects, Adobe Animate, Rive, Perforce, Git**