



Technical UI Designer GUSTAV MAGNUSSON

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Portfolio: gustavmagnusson.com

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