pedro **björn**

Product Designer

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As a committed and driven **product designer**, I focus on UI and UX design, but I'm also experienced in front-end development.
Fast learning and attentive, I'm a good listener that welcomes feedback in
order to grow and produce better work.
Having grown up in Portugal, I moved to Sweden just over 6 years ago to explore my other home.
I love art, cinema and tech, and I'm always eager to take on new challenges.

Core Skills

- UI *User Interface Design*
- UX *User Experience Design*
- Visual Design
- Front-end development

- Project Design
- Web Design
- Brand Identity
- Agile / SCRUM

Technical Skills

- Sketch
- Photoshop
- Illustrator
- OSX / Windows

- HTML5
- CSS3 *e.g Sass*
- Javascript *e.g AngularJS*
- Git / SVN

Experience
2014 - 09   Granditude AB - **Product Designer**

Initially tasked with the development of a prototype for the companies data analytics cloud solution, I also ended up handling the brand identity, user experience, marketing, and worked as a UX / frontend design consultant.

Key Responsibilities
- UX design
- Front-end Development
- UI design
- Brand Identity

Key Achievements
- Designed, developed and managed the development of the data app.
- Refined the brand identity.
- Designed and developed the web-site and marketing.
- Worked as a UX / frontend design consultant.

Experience

2013 - 01   Plotagon AB - **Junior Technical Artist**

After a 6 month internship, I was hired as a Junior Unity Developer, and worked with the implementation of art assets into the Unity engine, and ensured the content was consistent.

Key Responsibilities
- Content Quality Inspector
- Unity Scene Lighting
- Unity Environment Art
- Developing Unity Tools

Key Achievements
- Constructed environments out of provided assets.
- Tested the app for bugs and maintained quality.
- Provided tools that facilitated the artists' workflow.
- Coordinated between the artists and developers.

Education

2011 - Professional Degree in Game Design - Future Games, *Sweden*
2009 - Bachelors in Design, *Erasmus* - IUAV Universita de Venezia, *Italy*
2006 - Bachelors in Design - IADE University, *Portugal*
2002 - GCSE & IB Diplomas - St. Julian's School, *Portugal*

Interests

When I'm not playing with personal projects, I like to draw, play games, and I'm a big fan of cinema as well. I really enjoy attending art and design exhibitions, as well as live shows whenever possible.

Languages
- **English** *Fluent*
- **Portuguese** *Fluent*
- **Swedish** *Proficient*
- **Spanish** *Minimum*

Drivers License
Yes.