



LINNEA BOOTH

JUNIOR UX DESIGNER

CONTACT



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Reference given upon request



Skellefteå, Sweden

LANGUAGES

Swedish - Fluent

English - Fluent

DRIVERS LICENSE

Full Swedish license

ABOUT

UI/UX Designer who designs and builds - with experience shipping UI features directly in Unreal Engine 5, not just handing off to implementation.

Fresh perspective as a designer who came to gaming recently - this helps me identify pain points experienced gamers might overlook. I think holistically about user flow and how each design decision fits the broader experience, and I work well in cross-discipline teams where priorities shift.

**Graduated Futuregames May 2026 |
Available now | Open to relocation**

SKILLS

User-centered design • Problem-solving
Wireframing • Technical implementation
Iterative design process • Adaptability
Attention to detail • Documentation
Cross-discipline collaboration

SOFTWARES

UE5 (*UMG, Blueprints*) • Figma
Unity • Photoshop
Illustrator • Miro
Perforce • Git
Visual Studio Code • Azure DevOps
Confluence • Trello

EXPERIENCE

2026

UI/UX Designer Internship

House of How, Boden

Worked on active studio projects under NDA, focusing on UI improvements including interaction design, animations, and player clarity.

Contributed to wireframing, ideation, animations both in Figma and later on in UE5 using Blueprint implementation, and documenting design systems and UI standards for the team.

2025

Sammes Summer Scholarship

Tricky Wispers, Skellefteå

Worked as UX/UI Designer and User Researcher on *Blessed Curse*, a Horror Investigation Indie game, during a Scholarship.

2024 - 2026

Student Union Officer

Student Union -
Non-profit organization
work

Volunteered across multiple roles including project management, event coordination and onboarding new students at the start of the term.

EDUCATION

2024 - 2026

Polytechnic degree in Game and UX Design

Changemaker Education Futuregames

Along with 3 cross-disciplinary Game Projects I also learned about User Research, User Experience, Gamification, Accessibility, User Interface, Level Design and Game design with some basic programming during our courses.

2018 - 2024

Technology Programme

Baldergymnasiet & Komvux, Skellefteå