JUSTYNA FRYCZAK



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GAME DESIGN
UX DESIGN
GRAPHIC DESIGN
WEB DESIGN
EVENT ORGANISATION

CREATIVE TOOLS

ADOBE PHOTOSHOP
ADOBE ILLUSTRATOR
ADOBE INDESIGN
ADOBE AFTEREFFECTS
FIGMA
SKETCH

DEVELOPMENT

HTML CSS UNITY C/C++

LANGUAGES

ENGLISH
POLISH / NATIVE
SWEDISH / B2
JAPANESE / JLPT N4
FRENCH / B1



2018 / PRES. GAME DESIGNER + UX DESIGNER

MINDFORCE GAME LAB / UMEÅ

I work as UX and game designer for an upcoming mobile game, creating wireframes for UI and game flows. As a game designer I break down game systems to create a coherent product. I also communicate with different departments making sure a consistent vision is kept, and that everyone has the right documentation to support their tasks.

2018 / 2019 UX DESIGN INTERN

NORTH KINGDOM / SKELLEFTEÅ

During the internship I learned more about the role of a UX designer in a creative agency and got more familiar with creating detailed wireframes, as well as prototyping tools, including Sketch, Figma, Whimsical, and more.

2015 / 2018 GLOBAL GAME JAM ORGANIZER

UMEÅ

I started an official site for Global Game Jam in Umeå. Being the main organizer in a world-scale event required coordinating skills and time management to handle all tasks required for preparing of the venue, communication with participants and other global organizers while maintaining my full-time studies at Umeå Institute of Design.

2014 / 2017 EDITOR + GRAPHIC DESIGNER

WOZZOP, UMEÅ INSTITUTE OF DESIGN / UMEÅ

I took care of the weekly faculty magazine. As an editor I chose the issue's content, scheduled graphic designers, and printed the magazine every Monday. I have also worked as graphic designer, arranging the provided content to fit the 8-page print format.



2015 / 2018 INTERACTION DESIGN, MFA

UMEÅ INSTITUTE OF DESIGN / SWEDEN

Vice president of Ställverket student union Editor of Wozzop magazine

2014 / 2015 INDUSTRIAL DESIGN INTENSIVE

UMEÅ INSTITUTE OF DESIGN/SWEDEN

Secretary of Ställverket student union Graphic designer of Wozzop magazine

2013 / 2014 HUMAN-COMPUTER INTERACTION, MSc

UMEÅ UNIVERSITY / SWEDEN

Thesis: Developing empathy through video games

2008 / 2013 COMPUTER SCIENCE, BSc

LODZ UNIVERSITY OF TECHNOLOGY / POLAND

Thesis: Application of HTML and CSS in DTP

2011 / 2012 INFORMATION TECHNOLOGY, EXCHANGE

LINKÖPING UNIVERSITY/sweden

Poster designer at East Asian Association















VIDEO GAMES

CLIMBING

SNOWBOARDING PSYCHOLOGY

CONCERTS

TRAVELLING