

Pierre Hansson

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<http://pierrehansson.com/>

About me

Determined designer with interests in group work, creative and personal development.



Education

Hyper Island, Stockholm (2014 – 2016)

- *Digital Media Creative.*

Stockholms Hotell och Restaurangsskola (2003 – 2006)

- *Chef, English class.*

Work Experience

Hemköp (2017 -)

- *Worked in several departments, such as the e-commerce, been the Deli Manager and right now I am the deputy store manager during the evenings. The job requires a lot of quick decisions, planning and being proactive in a reactive environment.*

Hyper Island – School Projects (2014 – 2016)

- *Worked with several clients as part of our education, for example: Kosta Boda, PAF, Houdini, MarQts, Stadsmissionen, IKEA.*

Stockholms Billackering - Driver (2011 – 2013)

- *Worked in transportation. Involved planning routes, communicating and coordinating two parties at the same time and problem solving.*

Stockholm Action Center - Instructor (2008 – 2009)

- *Instructed and oversaw large groups in activities such as paintball and quadbikes, requiring planning in both safety and execution and involved a lot of quick decision making.*

Current Projects

In-development video game

- *Currently developing my own video game where I am doing everything myself; from art to programming and music. Albeit early in development, some of it can be viewed on my website: http://pierrehansson.com/wdk_overview.html*

Core Skills

Design: 2D Sprite Graphics. Concept Art. Website Mockups. Design Documents. UX.

Scripting: Node based scripting: Unreal Engine's Blueprints, Max 7, Touch Designer.

Creative: Agile Development. Scrum Master. Facilitator in Workshops and Ideation sessions.

Extracurricular

Extensive experience editing with Sony Vegas.

Playtester for Battlefield 1.

Black belt in Taekwondo & former Instructor.

City & Guilds: Expert English Diploma