

HANNA FRIDÉN

DESIGNER WITH A BACKGROUND IN
THE MEDIA INDUSTRY



PROFILE

I am a former journalist currently studying Game Design at Future Games in Stockholm. I have a long work life experience in the media industry, where I have worked with everything between casual columns to very large scale productions.

I made the switch to game design because I have been modding and making my own games since I was a kid, and I felt that I wanted to work with a more dynamic kind of storytelling where the consumer is not only the receiver of a story: **They are part of creating the story.**

I feel that this is the most powerful way of engaging people, and I want to be a part of creating experiences that go above and beyond anything I could ever do in the media industry.

TOOLS AND SKILLS

Scripting and engines

Unity and C#
Unreal Engine and Blueprints
HTML5, CSS3 and PHP

Graphic softwares

Photoshop
Illustrator
InDesign
Animate CC
Blender

Version control

P4V - Perforce
GitHub

CONTACT

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CONNECT

Twitter twitter.com/HannaFriden

Game projects at Future Games

> Momentum, **Future Games**

CONTENT OWNER

Momentum is a first person puzzle platformer which challenges the player's ability in timing and planning.

My contributions? I was in charge of the end product as well as handling our pitches. I also worked on narrative, sound design, technical level design, animations and I scripted our original prototype in C#.

> Horde Havoc, **Future Games**

PROJECT MANAGER

Horde Havoc is a real time strategy puzzler where the player uses their orcs as a resource in order to beat hilariously chaotic puzzles which rarely has an expected result.

My contributions? I was in charge of planning the project, I worked on level design and UX, and made several of the traps found in the game in Blueprints. I also created some animations for the game.

> Birden, **Future Games**

LEVEL DESIGNER

Birden is a 2 vs 2 physical runner in which one player controls the top of the character, and the other one controls the bottom half. The top player needs to control the balance and shoot at traps, while the bottom one tries to run as quickly as possible while trying to avoid traps.

My contributions? I designed our level and created out traps in Blueprints. I also worked on our camera code and as well as win/lose conditions.

Work life experience

2007-2014 Aftonbladet (full time and freelance)

Columnist, recurring during the whole time period.

Editor, editor for Aftonbladet Quiz. I was in charge of a remake of their quiz section. This included a redesign of their quiz creation tool, as well as an overhaul of the content that was better suited for their desired target audience. Aftonbladet quiz went from having 20.000 unique visitors each week, to 100.000 unique visitors each day after my remake.

2008-2012 MTG (full time and freelance)

TV-show host and editor, ZTV-presenterar Hanna Fridén (ZTV presents Hanna Fridén).

Journalist och blogger, Metro Stockholm.

Sidekick and expert commentator on Radio 1, I have worked with several productions on Radio 1. Both as a sidekick (side radio show host) as well as an expert regarding topics relating to young people.

2009-2014 Nyheter24 (full time and freelance)

Editor, during 2010 I was in charge of a campaign called Sex och Blandat (this is a Swedish play on words which mixes a popular kind of candy with sex education). The goal was to educate youths on sexually related health issues.

Columnist, recurring during the whole time period.

Comic artist, the comic Frank was published on Nyheter24 in conjunction with Sex and Blandat. The comic was about a 20-something woman in stockholm and her adventures in the dating scene.

2009-2014 Sveriges Radio (freelance)

Reporter, P4 Extra.

Panel member, P3-spel and Morgonpasset at P3.

2011-2012 TV4 (freelance)

Panel member, TV4 Nyhetsmorgon.

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Work life experience (continued)

2006-2012 Blogger

During six years time I had one of Sweden's most popular blogs. My target audience was mainly young women, and I approached topics that concerned their life. The blog ranged from very casual in nature to very serious. The purpose of the blog was to reach out to this target audience with topics that are of great importance, but which were usually overlooked at those times.

2003-2007 Olssons Grafiska

Project manager, art production for books and magazines.

Graphic designer.

Illustrator, book covers.

I started my career in graphic design in the book publishing industry. My most recurring work was with Norstedts and Ordfront, but I also worked with smaller publishers.

Work life experience (a choice of freelance work 2006-)

Sveriges television, columnist.

Amelia, columnist.

Bon Magazine, reporter and columnist.

Aftonbladet, columnist.

Expressen, columnist.

Nöjesguiden, columnist.

Stureplansgruppen, editor and photographer.

Nyheter24, columnist.

Metro, columnist.

Marabouparken, In charge of a project for kids where they built their own version of Marabouparken in

Minecraft.

Studieförbundet, Illustrator.

Pro bono work

UNICEF

Profile, TV-campaign with the purpose of showcasing UNICEF's work for children.

VMN (Vardagshjältar mot Nätmobbing)

Founder and project manager, VMN was a network with the purpose of educating the public about harassment and bullying online, especially those which targeted children and youths. Our goal was to educate people on how big the issue was, as well as to create and implement new laws that would make legal action more viable in the case of severe harassment. We also worked with taking down big sites in Sweden where this harassment took place.

VMN was successful, and new laws are now in place in Sweden. This is probably one of the achievements I am the most proud of in my life.