



RESUME 2025

Hello! My name is Mariella. I am a UX / UI artist and graphic designer currently based in Manchester, UK.

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EDUCATION

UX Design Program

EC UTBILDNING
HIGHER VOCATIONAL EDUCATION
2020 - 2022

Graphic Design & Communication

SÖDRA VÄTTERBYGDENS FOLKHÖGSKOLA
HIGHER VOCATIONAL EDUCATION
2015 - 2017

Art Program

SÖRÄNGENS FOLKHÖGSKOLA
PREPARATORY YEAR
2013 - 2014

ADDITIONAL COURSES

Gamification: How to Create Engaging User Experiences

INTERACTION DESIGN FOUNDATION
Intermediate, 30 hours

Emotional Design: How To Make Products People Will Love

INTERACTION DESIGN FOUNDATION
Intermediate, 23 hours

Conducting Usability Testing

INTERACTION DESIGN FOUNDATION
Intermediate, 10 hours

SOFTWARE SKILLS

Illustrator	CryEngine
Photoshop	Adobe XD
AfterEffects	Figma

EXPERIENCE

UI Artist

CLOUD IMPERIUM GAMES | JAN 2023 - CURRENTLY

In my role as a UI artist at Cloud Imperium Games I have been responsible for delivering and implementing 2D art assets for our two AAA projects - Star Citizen and Squadron 42. For the past year I have been the main point of contact for anything UI art related for Squadron 42.

UX Designer

DEPT AGENCY | MAY 2022 - JAN 2023

My time at DEPT Agency, a global full service digital Agency, mainly consisted of UX research for Beazley (Cyber Security) and The British Heart Foundation. I also worked on smaller UX sprints for The Royal Ascot and Pearson PTE Language Tests.

UI / UX Designer

HI-STORY SWEDEN | OCT 2020 - FEB 2022

Since October 2020 I have been a part-time employee at Hi-Story. The company works with technical systems for audio guides and associated exhibition equipment. I have worked independently as a UI / UX-designer in the development team.

2D Designer

BÄSTA KOMPISAR | JAN 2017 - AUG 2020

At Bästa Kompisar, which is one of Malmö's largest advertising agencies, I have worked extensively with various forms of 2D art including web design, branding, print, illustrations, and retouch. I have worked in both large teams and independently.