

# Jesper Bylund

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## Objective

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I'm looking for the opportunity to reach customers, communicating fun and ease of use by creative and easy to understand design.

I can help your customers find our products more appealing and information more accessible.  
I want to make everything simple and fun for the end user.

## Keywords

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Accessibility, User centered Design, Cognitive analysis, openness

## Work Experience

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### Web Administrator

Tele2

Kista, Sweden

2008-08-18 - current

I am the only web developer working at Tele2 as a bridge between the marketing department and external development companies.

In my role I am responsible for the stability, layout, usability, maintenance and technical design of the website and all its static and dynamic content. I oversee third party project development as well as design and implement most of our short term projects while communicating good practices for the web.

### Game Designer

Lockpick Entertainment

Skovde, Sweden

2006-02-10 - 2008-06-01

I was a game designer on the titles Dreamlords and the sequel Dreamlords the Reawakening, which were both MMO RTS/RPG titles developed for for web and PC platforms released in February 2007 and June 2008.

During development I worked on such diverse tasks as: game mechanics design, interface design (online and offline), content design, level design, community management, customer support, game writing.

## Education

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### Bachelor of Arts

2005 - 2008

University of Skovde, Skovde, Sweden  
Majoring in Computer Game Design

### Educational and Instructional Technology

2004 - 2005

University of Skovde, Skovde, Sweden  
Majoring in Cognitive learning

## Skills

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Extensive skills in HCI design and analysis  
as well as Usability design.

Skilled in XHTML/HTML, CSS and Photoshop  
Competent in Javascript, XML, PHP, .NET, C# and C++.

I have experience using and developing for several Content Management Systems.  
As well as extensive experience communicating with communities through proprietary and third party applications.