

Bridget Pivac

Experience

XR (Virtual, mixed, augmented reality) course — Future Games

August 2023 - present, Stockholm

Practical course in Unreal, Unity, Blender, Substance painter with focus on production for Meta Quest devices.

Master's in Game Design — Uppsala University

Completed June 2023, Gotland Campus

Two years Master's program. Thesis: "Game-based learning for culturally diverse students: Designing a conceptual framework for embedding cultural capital into games" - passed with distinction

Design Lead — Zettle by PayPal

Jun 2020 – Jan 2022, Stockholm

Led design strategy for 5 teams and contributed as UX designer for 2 teams.

Senior UX Designer — Zettle by PayPal

Aug 2018 – Jun 2020, Stockholm

UX designer for 2 teams. User interviews and usability testing with customers on-site and remotely was an important aspect of this role. Significant project was aligning iOS and Android app menus with design discussions through the entire company after many years of divergent design.

Game Designer & Game Artist — Checheza

Feb 2016 – Dec 2021, Stockholm

Co-founded a non profit edtech org with 5 others. Sole designer and responsible for all aspects from logo to game design of learning games and character art. Included user research trips to Uganda and Tanzania.

Senior UX Designer — Qliro AB

Jun 2016 – Jul 2018, Stockholm

UX designer for 2 teams. Built user flows for a e-commerce checkout system and loan application.

Senior UX/UI Designer — FundedByMe

Sep 2014 – May 2016, Stockholm

Researched, user tested, prototyped and designed a new financial product for loan-based crowdfunding with flows for both lenders and borrowers. Consultation with legal and third party providers to create logical flows for payment, identity verification and company document evaluation. Worked in an agile scrum team with great working relationships with backend and frontend developers.



Contact

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www.bridgetpivac.com

Education

Master's in Game Design - 2023

Uppsala University, Gotland Campus, Sweden

Bachelor of Arts in Media & Literature - 2006

Victoria University, Wellington, New Zealand

Toolkit

Native English speaker / intermediate Swedish

Figma/ Adobe Suite / Procreate / Unity / Unreal / Affinity Designer / Blender / Basic HTML & CSS

Enjoy collaborating in Miro (particularly with non-designers), and any other tools e.g. Trello, discord, slack and of course agile development process.

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Experience

Interface Designer — Kuoni Nordic

Jan 2012 – Sep 2014, Stockholm

Successfully rebranded sites in Scandanavia, England and France and delivered on time; apollo.se, apollo.no, apollomatkat.fi, apollorejser.dk, novair.se, kuoni.co.uk, kuoni.fr, scanditours.fr, celtictours.fr, vacancesfabuleuses.fr, limetravel.se. iOS & Android app design for Apollo

Web Designer — Fairfax Media New Zealand

Jun 2008 – Jun 2011, Wellington

This role involved site design, user experience wireframes, app design, print design layouts, brand & logo management across several Fairfax brands including stuff.co.nz and dompost.co.nz.

Awards:

- Speciality site/app award -RugbyHeaven app -Panpa 2011
- Best Use of Emerging Technologies -Canon Media Awards 2011 (for iPad /iPhone apps)
- Stuff.co.nz iPhone/iPad App -OfficialHonoree fortheNews category - 15th AnnualWebby Awards
- Best WebsiteDesign - Qantas Media Awards 2009, 2010 -stuff.co.nz

Web Designer — Firstlight ERA

Dec 2007 – Jun 2008, Wellington

Designs with css/html for a CMS for external customers

Product Manager — Firstlight ERA

Jan 2007 – Dec 2007, Wellington & New York

Promoted to production manager to manage and coordinate Wellington-based Production Team and hired and trained new team members. Successfully transitioned services of global creative production by liaising with NY and Bangalore product managers. Three month secondment to the New York office to reform the production team, hire new staff, and move production flow directly from New York to the Bangalore Office.

Content Editor — Firstlight ERA

Mar 2006 – Jan 2007, Wellington

Administrator — Kahui Tautoko Consulting

Jan 2006 – Mar 2006, Wellington

English teacher — Aishin Foreign Language School

Jan 2003 – Aug 2003, Da Qing, China

About

Dual Swedish and New Zealand citizen.

A Senior designer with fifteen years professional design and production experience with excellent creative and technical skills.

An extensive range of user experience skills from user research, journey mapping, collaborative brainstorming, user flows, interaction design, ui design through to usability testing.

Well accustomed to balancing stakeholder needs and user needs, communicating design decisions, team management and team collaboration

Flexible and motivated attitude and ability to adapt to situations as required; startup companies, large projects or organisations.

International design experience working in Sweden, New Zealand, and with clients in UK, New York, Bangalore plus research trips in Tanzania and Uganda.

I enjoy mentoring and have done so many times in a role and also remotely through alumni associations.

For fun, I enjoy illustration & character design in Procreate.