

ANDREAS BENGTSSON

PRODUCT DESIGNER

Product designer with 5+ years of experience focused on tools and experiences for people who create and play games. My experience includes creator tools, social gaming, UGC, player-facing UX, and more recently game-development and AI creation tools.

PORTFOLIO

www.uxandreas.se

CONTACT

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[LinkedIn](#)

SKILLS

Product & UX Design

Workflow Design

Product Discovery

Prototyping

Usability Testing

Interaction Design

Game Design

Workshop Facilitation

Information Architecture

TOOLBOX

- Figma
- FigJam
- Claude
- HTML/CSS
- Unity
- Godot

EDUCATION

University of Skövde

2016 – 2019

User Experience Design

WORK

Product Designer • HypeHype

Jan 2026 – Present

Designed an AI-powered game prototyping tool for professional game developers, including 3D asset-creation workflows.

Built functional prototypes with Claude to test product ideas and worked closely with engineers through implementation and iteration.

UI/UX Designer • HypeHype

Nov 2024 – Dec 2025

Led product design for Party Play, working with product leadership on goals, workshops, and features across invitations, parties, and voice chat.

Designed the UX/UI for a major pivot toward live creator experiences, including live feed, streamer controls, and player participation.

UX Designer • Hiber

Mar 2021 – Aug 2024

Designed game-creation tools and gameplay UX for Hiber's custom game engine, working closely with product, game, and engine developers.

Designed gameplay features and facilitated workshops with the game team.

Designed core parts of Hiber's mobile app and website and helped establish its first design system.

UX Design Intern • Hiber

Dec 2020 – Feb 2021