

CLARA PARONA



GAME AND INTERACTION DESIGNER
UX AND UI DESIGNER

CONTACTS

Ystadvägen 73, 121 51
Johanneshov Stockholm
Sweden

 clara.parona@gmail.com
 +46 (0)70 8285822
 linkedin.com/in/claraparona/
 @ClaraParona

PROFESSIONAL SKILLS

Adobe Creative Suite 
OmniGraffle 
Unity 3D 

EXTRAS



EDUCATION

2010 Ubisoft Design Academy, Paris
2008 Ubisoft Game Accessibility Training, Paris
2004 Bachelor's Degree in Design,
Politecnico di Milano, Milan, Italy

WORK EXPERIENCE

2017 **Toca Boca AB** - Play Designer
2011-16 **Bad Seed** - Creative Director and Co-founder
Shipped Titles:
The Beggar's Ride (Mobile, PC, WiiU, Apple TV)
Sleep Attack (Mobile, PC)
Sheep Up! (Mobile)
2011-12 **D-Wok** - UX, UI and Interaction Designer
2007-11 **Ubisoft** - Game and Level Designer
Shipped Titles:
Rabbids: Alive & Kicking (XBOX 360 Kinect)
Motion Sports (XBOX 360 Kinect)
We Dare (Wii, PS3)
My Secret World (Nintendo DS)
2007-08 **CorsiSoftware** - Adobe Photoshop Trainer
2006-08 **Id-Lab** - UX and Interaction Designer

LANGUAGES

