

Lovisa Theolin Janmark

UX-Designer

070-140 3256
lovisa.theolinjanmark@gmail.com
lovisa-theolin-janmark.se

I have a deep sense of empathy which helps me understand people and their needs. I am also a big picture thinker and love to organize and structure projects.

Experience

Sphinxly AB LIA
UX-Designer, UX-Researcher

Aug - Dec 2023

I had my internship at the digital web agency Sphinxly. My assignment at Sphinxly was to produce UX-Research on selected existing customers. I also got to work with UI design in combination with UX research on selected projects to develop myself more within UI design.

- In total, I worked with 8 of Sphinxly's customer projects and produced various competitive analyses, did user tests, interviews and storyboards
- I also produced wireframes for several projects and two high-fi prototypes

Jobtech/Arbetsförmedlingen
UX-Designer, facilitator, user tester

May - June 2021

Jobtech requested an implementation of a technical solution to increase trust in the public service and the management of personal data for the customers.

- Researched Arbetsförmedlingens reputation and their current user journey, through articles, social media and scientific reports
- Interviewed users to understand their trust issues towards Arbetsförmedlingen and the mental challenges during job searching.
- Facilitated a customized design sprint and user tested three concept prototypes.
- It resulted in a high fidelity prototype with a dashboard, a moodtracker of the job searching with a possibility to have direct contact with ones administrator at arbetsförmedlingen.

Dreams
UX-Designer, user tester, prototyper

March 2021

Dreams is a consumer finance app on mobile that teaches people how to save money through good habits. Worked with them to establish an educational platform in their existing app.

- Researched the emotional effect of peoples personal finance. Did a survey, competitor analysis, concept sketches, storyboard and two low fidelity clickable prototypes.
- Integrated an interactive and gamified educational platform for people with little knowledge about personal finance.

WatchIT Golf, Swing Speed Radar
UX-Designer, user tester

Dec - Jan 2021

Swing Speed Radar is a consumer golf app on watch that shows people their swing speed in real time to provide individually reliable results. Worked with them to expand their user experience on the onboarding process.

- Did a speculative research based on information from WatchIT golf
- Did a four day design sprint, including, a costumer journey, concept sketches, a storyboard, a high fidelity prototype and user testing.
- Created an app in a smart watch called Audio amigo, it's an audio tool that gives instructions for first time users and guides you through a round of golf which gives you results directly after each hit and after one round.

Previous Careers

Infranord AB
Mechanical engineer

2012 - 2014

Project managed several projects with large budgets and big project groups located all over Sweden. The projects consisted of developing maintenance vehicles based on workers and the company's needs.

Some of the projects I worked on:

- Replace and improve the UX-design of 70 diesel tank stations for rail vehicles around Sweden with overall responsibility for the entire project
- Purchase of 9 new two-way vehicles as technical project manager throughout the design process
- Technical project manager in remodeling projects on work machines to primarily improve the work environment

Film worker

2014 - 2018

Worked on both feature films, TV-shows and Web-series as set design assistant, productions assistant, location scout and with extras. It taught me to work within a high performance team with a small budget and tight deadlines.

Atlas Assistans AB
Personal assistant

2015 - 2019

Assisted two people who are wheel chair users, in between school and film projects. Helped them with everyday life problems. It gave me knowledge and insights in other people's challenges and strengthened my social skills.

Education

2020 - 2022
Changemaker Educations,
Stockholm
Experience Designer

2014 - 2016
Calle Flygare Teaterskola
AB, Stockholm
Skådespelarprogrammet

2008 - 2011
Karlstads Universitet,
Karlstad
Högskoleingenjör inom
innovationsteknik och
design

Skills

Design thinking
Design Sprint
Gamification

User research
Empathy maps & Personas
User testing
User Research
User journeys

Rapid prototyping
Wireframing

Storyboards
Koncept sketches

Project managing
Agile project methodology

Tools

Miro
Figma
Procreate
Microsoft Office
Spark
Visual Studio Code
ProEngineer
Sketch Up

References available upon request