

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

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

December - January 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.

World Beyond War

UX-Designer

November 2020

World BEYOND War is a global nonviolent movement to end war and establish a just and sustainable peace. Worked with them to create a board game for educational use.

- Researched gamification, boardgames and game mechanics.
- Built up a game with focus on card games, warfare facts and negotiation skills. Simulated the game online and user tested it.
- Created a board game called Abolition of war where the players are a part of a war-torn country with a mission to build up the infrastructure instead of warfare.

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

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.