

Ajla Cano

Interaction Designer and
UX Engineer



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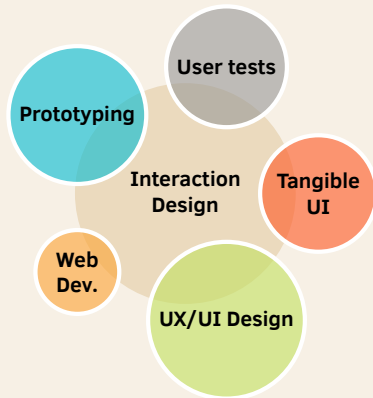


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Interests



Languages

English

Swedish

Bosnian

German

Tools

Design and prototype

Sketch
Adobe XD
Figma
Adobe Photoshop
Adobe Illustrator

Development

HTML, CSS, JS
Angular
React
Arduino
Git

Education

- 2017 - 2019 **MSc., Interaction Design & Technologies** Chalmers University of Tech.
Gothenburg, Sweden
A MSc education that focuses on the design of interactive systems. Also on the user's behavior & how products respond to that.
- 2014 - 2017 **BSc., Computer Science & Engineering** Chalmers University of Tech.
Gothenburg, Sweden
A BSc education that focuses on both software and hardware and the connection between those two.
- 2013 - 2014 **Foundation Year for Engineering** Chalmers University of Tech.
Gothenburg, Sweden
Education that offers all mathematical courses needed to study engineering at Chalmers, with some physics and chemistry courses.

Experience

- Jan '20 - Now **Consulting UX/UI Designer** **DIGITAL PEOPLE**
Design and prototype mockups for web and app products. Design process consists of research, ideation, wireframes and mock-ups. Apart from the design process, I also work with the whole product development process such as planning and coordinating project sprints and when needed Frontend development. Primary tool for project is Adobe XD and VueJS.
- Sep '19 - Now **Interaction Design Consultant** **ESSIQ AB**
Interaction designer with the main focus of applying interaction design principles in new concepts but also exciting projects. Tasks consist of exploring, prototyping and user testing. For webb-based projects I also front-end develop using JavaScript, CSS, and HTML through different frameworks.
- Jan '19 - Jun '19 **Master Thesis Intern** **THE TECHNO CREATIVES**
A Master Thesis with the purpose of exploring and testing the possibilities of Mixed Reality technology within the Brick-and-Mortar stores.
- Jun '18 - Aug '18 **UX Designer & Front-end Developer** **ESSITY AB**
Summer internship with the task of data visualization. Process consisted of phases such as user research, evaluation of older version, mock-ups, prototyping as well as implement the internal dashboard application.
- Feb '16 - Dec '17 **Ericsson UniTeam** **ERICSSON AB**
Student ambassador at Ericsson. Tasks consists of: keeping students at universities updated about Ericsson; invite, arrange and help during all Ericsson events both on and off campus. In parallel, inspire children to explore the world of technology through a course we call Digital Lab where they can programme with Lego Robots, in Scratch, and with Arduino.
- Jun '17 - Aug '17 **Summer Engineering Intern** **ERICSSON AB**
Some tasks during this internship: Come up and develop a concept of booking airspace for drones. Also, planning and holding a one week web-programming course for 11-14 years old at Universeum, Digital Lab Summer Camp.
- Jun '16 - Aug '16 **Summer Engineering Intern** **ERICSSON AB**
Smaller projects such as an automated miniature green house build with recycled material and Arduino components. Creating an online manual for the green house. Brainstorming the concept of a connected office.