



# Anne Olthoff

## Work experience

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### UX/UI Designer *Bitvis, Linköping*

2023-

I joined Bitvis, a newly established company within the same company group as Maintrac (now Vinnergi Systems), where I continued my work as a UX Designer by developing new features for a white-label electricity consumption app and expanding it to accommodate new clients in the electricity sector. I took charge of the design system, leveraging Figma's Variable system to streamline the integration of new clients with their individual requirements and unique graphical profiles.

## Contact

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## Education

M.Sc. in Engineering Media  
Technology from Linköping  
University

## Languages

Swedish (native), English (fluent)

## Tech-frameworks

Figma and Figma Enterprise  
admin, Illustrator, InDesign,  
Blender, React

Familiarity with: OpenGL

## Programming

### Languages

TypeScript, Python, MATLAB

Familiarity with: C++

## Other

Driver's license: B

## References

References available upon request

### Consultant *Tech Talents and Maintrac, Linköping*

2022-2023

As a UX Designer, I was responsible for upgrading the interface of Flow, Maintrac's fiber network management software to enhance usability. During my time at Maintrac, the company group expanded Flow's functionality to support the Swedish electricity network as well. I contributed to this expansion by designing a white-label app from scratch, specifically tailored for electricity companies' end-users. This app enhanced accessibility and engagement by providing users with insights into their electricity consumption and more.

### Software Developer *Master Thesis at NYU, New York*

2022

I completed my master's degree at New York University, working on a project with OpenSpace. OpenSpace is a visualization software that visualizes the whole world. The goal was to create an educational experience centered around climate change using the software. By mapping data from satellites and scientists in the field onto the Earth, I was able to visualize the potential impacts of melting Arctic ice. Through the use of storytelling, the project highlighted the consequences of these changes and how they affect people worldwide. This experience allowed me to combine data visualization, scientific research, and storytelling to engage audiences on a critical global issue.

### Software Developer *Internship at Maxar, Linköping*

2021

During my internship at Maxar, I created procedural cities using Blender and its embedded Python interpreter. My primary goal was to develop these modeled cities as potential training data for Maxar's AI models. By the end of my internship, I successfully generated procedural cities featuring dynamic elements, such as moving cars and clouds, along with buildings and assets that varied in height and color. This experience allowed me to apply Python in a creative, 3D modeling environment and contribute to innovative AI training solutions.