

Åke Flatholm

Education

Umeå University , Master of Science in Interaction Technology and Design	August 2021
• Ongoing studies, graduating in January 2026.	
Minerva Gymnasium , Natural Science Program	2017 – 2020

Work Experience

Ica Kvantum Mariehem , Umeå, Store Employee	2021 – 2025
• Worked in checkout, product stocking, and general store operations.	
Bilbolaget , Umeå, Däckskiftare	2021
• Changed tires during the high-season period.	

Achievements

Attitudes Toward Gesture-Based Interactions in Smart Home Environments	2025
• Best paper at the Student Conference in Interaction Technology and Design, June 2025.	

Projects

aWAre	2025
• A collaboration with marketing students at Edith Cowan University in Australia. Developed a location-based application aimed at increasing awareness of natural hazards and accidents in Western Australia.	
• Tools: Figma, React Native (TS), Firebase	
• Course: Social Media Technology, 7.5 ECTS	

Sketch'N'Guess	2024
• A mobile game developed with React Native and Node.js. A mix between Strava and Pictionary, where one player draws using GPS while others try to guess the drawing.	
• Tools: Figma, React Native (TS), Node.js	
• Course: Prototype Development for Mobile Applications, 7.5 ECTS	

FikaSpelet	2024
• A collaboration with a Swedish company. Developed a marketing game in React and Phaser with the goal of expanding the customer base through gamification.	
• Tools: Figma, React (JS), C#, .NET, SQL	
• Course: Product Development in Media Technology using the "Design-build-test" method, 7.5 ECTS	