

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