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# Frederikke Ellen Kjær Johansen

## PROFESSIONAL PROFILE

I'm an M.Sc. graduate in IT Product Development from Aarhus University with a strong interest in UX design, front-end development, and product design. I'm motivated by creating intuitive user-centered design and contributing to developing high-quality interfaces and products that make a difference for the user and environment.

My academic background combines computer science and design. Through project-based work, I have gained experience with prototyping and user research, and have worked hands-on with both frontend and backend development. I have worked across the full development cycle, from concept design to implementation and evaluation, giving me a holistic understanding of how systems work as a whole. As a newly graduate, I quickly adapt to new technologies, which enables me to learn efficiently. With me on your team, you'll gain an engaged and curious colleague who is structured, responsible, and dedicated to building UI, products, or systems that are both technically strong and meaningful for their users, always balancing functionality with usability.

## IT-COMPETENCES

- Figma
- React
- C++/Arduino
- GitHub
- Adobe
- Solidworks

## LANGUAGES

Danish	Native
English	Fluent

## PERSONAL PROFILE

I'm full of energy and love staying active, whether I'm dancing, running, boxing, or taking an occasional ocean swim. I'm a matcha enthusiast, experimenting to brew the perfect cup. I'm curious and always excited to try new things like knitting, cooking, or even skateboarding - happily embracing the fact that I'm still very much a beginner. I value time spent with friends and family, sharing moments, laughter and adventures.

## EDUCATION

### Master of Science in IT Product Development

Aarhus University, Department of Computer Science  
2023 - 2025

Extension of the bachelor's degree.

### Master's project: *Evoli: Reducing Loneliness Among University Students Through Digital and Physical Support*

- Designed and developed Evoli, a mobile application supporting students through AI-driven reflection and psychoeducation.
- Developed a complementary wearable delivering discreet in-situ support.
- Conducted usability evaluation and evaluation in-the-wild with real end users to iteratively improve UX/UI

### Exchange 9. semester

Politecnico di Milano  
2024 - 2025

Technical university where I took courses within *Design & Engineering* and *Digital and Interaction Design*.

### Bachelor's Degree in IT Product Development

Aarhus University, Department of Computer Science  
2020 - 2023

The program combines programming, prototyping, and user-centered design to create interactive technologies for everyday life.

## VOLUNTEER WORK

### PR & SoMe coordinator

Skanderborg Pigekor

2020 - 2025

Responsible for creating and distributing concert descriptions. Posting updates and stories on Instagram and Facebook.

### Tutor

Tutor association Aarhus University

2021 - 2024

I have been active in the Tutor Association for several years, helping new students settle in and get comfortable with their studies.

### IT-Camp for girls

Aarhus University

2021

A fall break camp where high school girls get a taste of what it's like to study an IT program at Aarhus University. My role was primarily focused on PR.

### Rope skipping trainer

Skanderborg Gymnastikforening

2012 - 2014

I was a rope skipping trainer for two seasons, coaching girls in grades 0-6. We trained weekly and prepared for an annual spring performance.

### Bachelor's Project: Traces, Privacy and Territories within Collaborative Writing Systems

- Explored how traces, privacy, and territoriality shape collaboration in digital writing environments.
- Developed a collaborative writing environment in Webstrates to support private writing and territorial boundaries.

## EXPERIENCE

### Study mentor | Specialpædagogisk støtte (SPS)

2024 - now

- Mentoring a university student in study techniques, planning, and academic material.

### Visitor service | Aarhus University

2024 - 2025

- Led tours at the Centre for Advanced Visualization and Interaction, maintained prototypes for university events, facilitated workshops, and participated in U-days.

### Teaching Assistant in Physical Computing | Aarhus University

2022

- Assisted students with developing functional, interactive toy prototypes.

### Retain and customer service assistan

2015 - 2019, Føtex Skanderborg | 2021 - 2023, IKEA Aarhus

- Advised and guided customers on products across the departments: textiles, storage, lighting, and bathroom.
- Worked in customer service, assisting with inquiries.

### Classroom Assistant | Jeksendalskolen

2018 - 2020

- A school for children with mental disorders. I supported classroom teaching, engaged with children during breaks, and assisted in SFO.