

LUDVIG ANDERSSON

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INTERAKTIONSDESIGNER

ARBETSERFARENHET

Solid Beans AB Gothenburg

Oct 2022 - now

System developer | UX/UI-Designer

While at Solid Beans, I worked as both a developer and designer and contributed to several projects. As a designer and project leader, I was involved in developing Call4Help, an app for alerting and getting help in dangerous situations. I have also been involved in building a new WordPress website for the company. To improve my skills, I have worked with new technologies, created new design prototypes, and taken courses to learn new front-end techniques, such as React.

Sahlgrenska University Hospital, Gothenburg

Aug 2021 - Jul 2022

Data Engineer

I worked as a designer and Java developer on the MikroLIS project at Sahlgrenska. My responsibilities included developing a new design and its graphical interface. The project aimed to replace several old systems that had been handling hospital test samples for decades. MikroLIS was designed with the highest level of security, efficiency, and quality, resulting in a modern system that improves collaboration between different laboratories and effectively manages many of Sahlgrenska's test samples.

Sahlgrenska University Hospital, Gothenburg

Jan 2021 - Aug 2021

Degree Project - UX/UI Design

I conducted a series of user studies at several of Sahlgrenska's largest labs to develop a user-centered design proposal for a laboratory information system (LIS). The result was a set of guidelines for creating a lab system that best fits users' needs. By applying these guidelines, a more user-friendly and efficient system can be created.

PostNord, Kungsbacka

Jun 2018 - Aug 2021

Postman

I was responsible for sorting letters and packages for the Åsa/Frillesås region during summer. As well as being responsible for letter distribution in several areas of Kungsbacka.

UTBILDNING

Chalmers University of Technology, Gothenburg 2019 - 2021

Masterexamen, Interaktionsdesign, 120p

Deepening in subjects such as interface design, graphic creation, user research, UX methodology, and data visualization. Training on how to independently and in groups carry out a design process in an agile way, from idea to finished product.

Chalmers University of Technology, Gothenburg 2016 - 2021

Civilingenjörsexamen, IT, 300p

Broad education in information technology with emphasis on programming, mathematics, and project work. The education mainly covered programming in Java, but we also used C, HTML, CSS, JavaScript, and C#.

Udemy Course, Online 2023

"The Complete 2023 Web Development Bootcamp"

The course covered content to become a full-stack web developer. Technologies included were HTML, CSS, JavaScript, Node, React, and MongoDB.