

Ludvig Andersson

Front-end java developer

& UI/UX designer



Profile

Ludvig is an enthusiastic and driven developer with an eye for design. With a broad education in IT and a foundation in programming languages such as Java, C#, and C, Ludvig has a good understanding of system development and how to take a project from start to finish. He has professional experience as a java developer in projects at Sahlgrenska University Hospital, where he participated when upgrading one of the hospital's critical laboratory systems. Ludvig has focused the later parts of his education on interaction design and has developed a good understanding of user-centered design and how to carry out a design process within a project. In the previously mentioned project at Sahlgrenska, Ludvig carried out a series of user studies and was responsible for the project's flow and appearance.

In addition to his working experience, Ludvig continuously spends time developing his skills to become a better developer and designer. This includes online courses, own projects, as well as reading literature. Ludvig is looking for a motivated and forward-thinking team that pushes and learns from each other and is not afraid to discuss ideas. He looks forward to learning new techniques and entering a new industry.

Personal

Ludvig lives in a house in central Kungsbacka, a short walk from the city's train station. He spends his free time organizing and hosting movie nights with friends or standing in the kitchen trying out a new recipe. It is also not surprising to find him on a running path somewhere in the forest or taking the bike to the quiet, peaceful countryside. He also has a passion for sport in all its forms, to the point of following how training is going for Swedish cross-country skiers or studying the injury situations within English football clubs.

Ludvig is a curious person who enjoys learning new things. He loves quizzes, solving puzzles, or challenges like memorizing the countries in the world. His interests are also reflected in his career where he strives to improve himself by understanding new technological trends or learning a new programming language.

Technical Profile

Programming languages & technologies: Java, C#, C, JavaScript, React, JQuery, Node.JS, Express.JS, EJS, HTML, CSS, Bootstrap, JSON

IDE's & Programs: IntelliJ, VS Code, Atom, Git, Figma, Sketchbook, Gimp 2, Hyper, Sketchbook

Preferred operating systems: Windows

Project methodologies: Scrum, Agile, Human-centered design, data visualization, game design

Design methodologies:

Interviews, Field studies, Questionnaires/Surveys, Workshops, Observation

Card sorting, Affinity diagram, Data analysis/data visualization

Sketching, Brainwriting, Mind mapping, SCAMPER, Crazy 8, 6-3-8, Six thinking hats

Competitive analysis, Persona building, Journey mapping, User stories/storyboarding, User flow

Prototyping, Moodboard

Usability testing, Wizard of oz, A/B testing, Eye tracking, Heatmap, Heuristic evaluation, Swot analysis

Education

2016 – 2021

Chalmers University of Technology, Master of Science in Engineering, Information Technology (300hp)

2019 – 2021

Chalmers University of Technology, Master's degree, Interaction design

2016 – 2019

Chalmers University of Technology, Bachelor's degree, Information Technology

Languages

Swedish (native speaker), English (native speaker),

Employment

2022 – now Solid Beans

2021 – 2022 Sahlgrenska University Hospital

2021 – 2021 Sahlgrenska University Hospital (Degree project)

Projects and assignments

Sahlgrenska University Hospital

2021 - 2022: Java Developer & UI/UX Designer

Project description: Implementation of degree project - Continued work on the created design, both developing the UI and implementing it as code. Working as both a UI designer and Java developer.

- Java development, including the JavaFX platform, with a focus on front-end development and improved usability.
- Technical/design consultation when merging and upgrading several older lab systems to a new one. Particular focus on achieving an inclusive design.
- Leading role in quality assurance (E.g risk analysis)
- Development of a design process within the project (E.g design system)

Keywords: Java, UI-Design, Scrum, Agile, IntelliJ, Figma, Git, Gitlabs, Risk Analysis, Quality Assurance, ISO standards, Design system, Inclusive design,

Sahlgrenska University Hospital (Degree project)

2021: UX/UI Design

Project description: Creation of a user-centered design proposal for a LIS system, focusing on the Swedish market and specifically Sahlgrenska's lab.

- Conducting a series of user studies at several of the largest labs within the hospital.
- Created and implemented guidelines to improve the usability and appearance of the system - to a level where every button press counts.
- Development of a design process within the project (E.g design system)

Keywords: UX-design, UX-research, User-centered Design