Ludvig Andersson

Front-end developer

& UX/UI designer

Profile

Ludvig is an enthusiastic and driven developer with an eye for design. With experience in programming languages such as JavaScript, Java, and C#, as well as libraries such as React, Ludvig has a good understanding of system development and how to take a project from start to finish. Right now, Ludvig is working on an agile project where an app is being developed with the aim of being able to alert in case of danger and get help collecting tips from people in your vicinity. His role in the project is as a project manager and Scrum Master. Ludvig also has professional experience as a java developer in projects at Sahlgrenska University Hospital, where he participated in the upgrade of one of the hospital's critical laboratory systems. One of Ludvig's strengths is interaction design, a subject where he has built up a good understanding of how to create products for users and how to carry out a full design process in a project. At the aforementioned workplace Sahlgrenska, Ludvig performed a series of user studies and was responsible for designing an application's appearance and user flow.

In addition to his working experience, Ludvig continuously spends time developing his skills to become a better developer and designer. This includes online courses, personal projects, as well as reading literature. Ludvig is now looking to contribute to a team that learns from each other and that are not afraid to discuss new and interesting ideas. He is looking forward to developing his skills in frontend development and is open to learning new techniques in an exciting new industry.

Personal

Ludvig was born, raised, and lives in a house in central Kungsbacka, a short walk from the city's train station. But is now looking north towards Gothenburg for his continued career. 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: React, JavaScript, JQuery, Node.JS, Express.JS, EJS, React Router, Emotion.JS, HTML, CSS, Bootstrap, JSON, APIs, REST, WordPress, Java SE, C#, C
IDE's & Programs: Figma, Git, VS Code, IntelliJ, Atom, Sketchbook, Gimp 2, Hyper, Sketchbook
Project methodologies: Scrum, Agile, Human-centered design, Project lead, Graphic design, Design system, Data visualization, Web design, Game design, Content curation, Copywriter, Risk Analysis, Quality Assurance, ISO standards, Accessibility, Inclusive 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

Courses

2023

The Complete 2023 Web Development Bootcamp

- Full-Stack Web Developer course. HTML, CSS, Javascript, Node, React, MongoDB, Web3, and DApps.

Languages

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

Employment

2022 – now Solid Beans AB

2021 – 2022 Sahlgrenska University Hospital

2021   Sahlgrenska University Hospital (Degree project)

Projects and assignments

Webb designer - Solid Beans AB

2023 – ongoing: Web designer

Project description:
A project with a focus on giving Solid Beans' website an updated design in order to be able to present the company's services and roles in a modern and professional way. Ludvig's responsibility within the project was to continue developing a WordPress website, adapt it to the company's needs and wants, and construct relevant content for the website. The result of the project was a website tailored for the company that is ready to be launched in the near future.
Keywords: Web development, WordPress, UI design, Copywriter, Content curation, Figma

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App developer - Solid Beans AB

2022 - ongoing: Projektledare/Scrum Master & UI designer

Project description:
Call4Help is a project at Solid Beans where a Flutter application has been developed by several consultants over the past year. The purpose of the Call4Help app is to be able to send alarms and get people in your vicinity to collect information when a crime or a dangerous situation is about to occur. Ludvig's main responsibility has been to run the project as project manager and Scrum Master, as well as to organize the work done on the app by previous developers. In addition to his role as project manager/Scrum Master, Ludvig has also developed a new modern interface for the app. The result is a well-structured agile Scrum project that is easy for new developers to start, as well as an app that is ready for a first beta release.

Keywords: Project Lead, Scrum, Agile, Documentation, Figma, UI design

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App design - Personal project

2022: UX/UI designer

Project description:
Route Finder is a project where a concept for a running app has been developed based on user studies in several iterations. The purpose of the Route Finder app is to help new runners get started with training by offering information about the best places around Sweden to run, as well as setting customized goals for a beginner to the sport. Ludvigs has carried out several rounds of user studies, including semi-structured group interviews and questionnaires. The data produced from the activities were then used for the development of a prototype for the app, designed in the program Figma. The result is a concept that has received good feedback from potential users, with several expressing that it is something they would be happy to use.

Nyckelord: UI Design, Figma, Interview, User Research, Affinity diagram, Sketching, Prototype

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Sahlgrenska University Hospital

2021 - 2022: Java Developer & UI/UX Designer

Project description:
MikroLIS is a project at Sahlgrenska University Hospital where a LIS (laboratory information system) has been designed for the staff at Sahlgrenska's laboratories. The project is in-house development at the hospital with the aim of replacing several old systems that are responsible for data related to all the hospital's test samples. Samples taken at the hospital are sent to the lab for analysis and all data flows through and is saved in the MikroLIS system. Ludvig's responsibility for the project was as a java developer with a focus on the graphical interface, as well as creating a new design. The project affected a large and critical part of the hospital's operations and therefore needed to be designed with safety, efficiency, and quality in mind. The result is a modern system that replaces several overloaded systems at the hospital and enables several labs to better collaborate with common data.

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

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Sahlgrenska University Hospital (Degree project)

2021: UX/UI Designer

Project description:

MikroLIS is an in-house project at the Sahlgrenska with the aim of replacing several old systems that are responsible for data related to all the hospital's samples. Early in the project, a series of user studies were performed to determine critical functionality when creating a new application. The project used user-centered design (UCD) which meant that the users of the project, the laboratory staff, had to be involved in several steps during the design process. In this way, the users themselves could participate in designing their view of a perfect system. Ludvig's responsibility in the project was to maintain the series of user studies that were carried out for the project. As well as organizing the result and designing a high-fidelity prototype for the program. The result of the project was a prototype ready for implementation. Evaluation of the prototype together with the staff at the laboratory indicates that it would be a very large improvement and greatly increase the efficiency of the operation.

Keywords: UX-design, UX-research, User-centered Design, Interview, Hi-fi Prototype, Figma