

# Okra Livia Inkeri-Dimle



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## SKILLS

HCI | Prototyping | UX/UI Design | Graphic Design | Physical Interaction Design

### Software

Adobe Creative Suite,  
Figma, Blender, Unity,  
Max/MSP

### Programming

HTML, CSS, JavaScript, React,  
Python, XML, PHP, SQL

### Languages

**Finnish** (native), **Swedish** (native),  
**English** (fluent), **Spanish** (basic),  
**Italian** (basic)

### Other

Traditional and  
digital art

## EDUCATION

**M.Sc.Eng. Media Technology,  
M.Sc. Interactive Media Technology**  
KTH Royal Institute of Technology  
Stockholm, Sweden  
2018–2022

**B.Sc. Media Technology**  
KTH Royal Institute of Technology  
Stockholm, Sweden  
2015–2018

**Italian, Preparatory Course 1,  
15 credits**  
Stockholm University  
September – December 2021

## WORK EXPERIENCE

### Twain

UX/UI Designer

*June – July 2022*

I researched and developed mobile first guidelines for the Electrolux brand site.

### Netlight Consulting

Graphic Designer

*February 2019 – May 2021*

I consulted clients about what their vision is for a certain design and deliver to a deadline. I created both digital and printed material for different purposes.

### Skansen Terrassen & Finska butiken

Waitress / Sales

*Circa 2015 – 2017*

I have worked extra in a restaurant and in a store where good customer service is a big part of the job.

## PROJECTS

### Electrolux mobile first guidelines

#### UX RESEARCH | BRAND GUIDELINES | BEST PRACTICES

I researched and developed guidelines with best practices regarding mobile first design for the Electrolux brand sites. The aim was to facilitate the design work and development of the brand sites, as well as to highlight the importance of the mobile first approach when developing a website, since the majority of sessions on e-commerce sites come from mobile devices.

### Study Places

#### FIGMA | UI & UX | USER RESEARCH

A prototype of an app that help local and international students find proper study places. The objective was to experience the whole design process: from problem definition to target group and personas, ideation and prototyping.

*Read more about my projects at [www.okralivia.se](http://www.okralivia.se)*

## EXTRACURRICULAR ACTIVITIES

### Studs

Travel Group

*September 2018 – July 2019*

Studs is a project course at KTH where we meet with companies in the tech industry. The responsibility of the travel group was to plan and execute a trip for 30 engineering students to the USA.

### Osqledaren

Illustrator

*September 2016 – June 2020*

Osqledaren is KTH's union paper. I worked with a lot of different persons and created content for different genres, both digital and traditional art.

### Reception for new students

KPH

*August 2016 – September 2019*

I was a group leader and contact person for the new students in the reception at the Media Technology chapter.