Jon Olsson

UX Designer / Developer

Details

Address

Stora Varvsgatan 17A Malmö, 21175 Sweden

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Email

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Links

Portfolio

Linkedin

Skills

User Centric Design

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Adobe XD

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Figma

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Prototyping

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Information Architecture

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Game Design

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Usability testing

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Research

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MIRO

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HTML & CSS

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Highlighted Projects

RentEstate Tenant Management (6 months)

Overview: User management application for commercial tenants.

Tools: Figma, Figjam, Optimal Workshop, Adobe Illustrator

Sparvinduer MyHouse (6 months)

Overview: AR shopping application for doors and windows.

Tools: Adobe XD, MIRO, Optimal Workshop, Adobe Illustrator

GINR Kangerluk (1 year)

Overview: AR educational tool for the Greenlandic flora and fauna.

Tools: Adobe XD, MIRO, Optimal Workshop, Adobe Illustrator

Signify Luminaires Localizator (3 months)

Overview: 3D scan mapping software to manage tunnel lighting systems.

Tools: Adobe XD, MIRO

Employment History

UX Content Designer, Paradox Interactive

May 2023 Sitges

Freelance remote position. In this hybrid role, I apply UX theory to create an intuitive and user-friendly gaming experience for an unreleased title. I create content using scripting and work as part of an agile cross-functional team.

UX Designer, adesso DK

In-house consultancy. I worked on a multitude of projects, oversee the whole UX design process, and regularly presented our work to clients.

A typical workday includes **ideation**, **competitive research**, **personas**, **scenarios**, **user journey**, **prototyping**, **task flows**, **mood boards**, **icon design**, **evaluation**, **usability testing**, and **much more**.

I also managed a team of Developers/3D Artists as Product Owner.

Reason for leaving: Lack of assignments.

Languages

Swedish

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English

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Spanish; Castilian

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Danish

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UX Designer, Swedcon18

Freelance assignment. Revamped design for the healthcare cross-platform application *CARELYO*, intended for Africa. Focus on *design principles* and *accessibility*.

Tasks included ideation, competitive research, prototyping, task flows and icon design.

System Developer, Data Ductus

Aug 2019 - Mar 2020

Malmö

In-house consultant. Java, HTML, CSS and C#.

Reason for leaving: Lack of assignments. Left company to begin studies.

System Developer, Pulsen

Oct 2017 – May 2019

Gothenburg

In-house consultant. Daily customer interaction. Java, HTML, CSS and C#.

Reason for leaving: Relocated to Malmö.

Moderator and Translator, letgo

Nov 2015 - Oct 2017

Barcelona

Student job. Moderation, translation and customer support.

Reason for leaving: I graduated and started working as a developer.

Account Manager, OFX

Jun 2013 — Sep 2015

City of London

FX trade, market analysis and advice, enhanced due diligence and anti-money laundering.

Reason for leaving: Left London to begin studies.

Account Manager, Caxton FX

Feb 2012 — Jan 2013

City of London

FX trade, market analysis and advice, enhanced due diligence and anti-money laundering.

Reason for leaving: Redundancy, expansion plans canceled.

Internships

UX/UI Designer, Purple Scout

Apr 2021 — Jun 2021

Copenhagen

I did an internship as part of my studies at a Copenhagen-based consultancy. I worked on several projects ranging from mobile and tablet applications, some featuring AR.

Tasks included competitive research, user personas, scenarios, prototyping, task flows, mood boards and usability testing.

Education

EC Utbildning, UX Designer

- Businessmanship & Communication. 15hp
- UX production. 15hp
- UX design. 20hp
- UX process. 105hp.
- Interface design. 20hp.
- Information architecture. 25hp.
- Frontend programming 35hp
- Project/Agile methods 20hp
- Prototyping 25p
- Dissertation. 35hp.

EC Utbildning, Java Developer

Jan 2016 — May 2017

- Malmö
- Programming in java. 20hp
- Advanced UML object orientation. 25hp
- Data structures and algorithms. 20hp
- Network programming with Java. 20hp.
- Database handling. 25hp.
- Web application development. 25hp.
- Java mobile app development. 25hp.
- Dissertation. 40hp.

References

References available upon request