

UI/UX DESIGNER  
FRONT-END DEVELOPER

## PROFESSION



## PROFILE

### NAME

EMIL OTTOSSON

### DATE OF BIRTH

26TH SEP 1992

### ADDRESS

TORSGATAN 30  
904 21, UMEÅ

### PHONE

+4670-37-75-775

### E-MAIL

EMIL@EMILOTTOSSEN.COM

### WEBSITE

WWW.EMILOTTOSSEN.COM

## SOCIAL



/IN/EMIL-OTTOSSON



/EMIL.OTTOSSON.501

## Experience

2019 - 2019:  
Q2 Q3

### FRONT-END DEVELOPER EATY HANDELSBOLAG

EATY.SE IS A WEBSITE AND MOBILE APPLICATION FOR HOME DELIVERY OF FOOD FROM DIFFERENT TYPE OF RESTAURANTS, IN THE AREA OF UMEÅ AND SKELLEFTEÅ. IN AN ATTEMPT TO EXPAND, THE NEED OF A FRONT-END DEVELOPER BECAME PRESENT. EMIL DESIGNED AND BUILT EATY'S NEW WEBSITE WITH AN AGILE PROCESS.

2019 - 2020:  
Q3 Q2

### FRONT-END DEVELOPER INGRIDS SPECIALAFFÄR I UMEÅ AB

INGRIDS SPECIALAFFÄR WAS ESTABLISHED 1956 IN UMEÅ AND HAS SINCE 1998 BEEN SELLING UNDERWEAR AT KUNGSGATAN 51, UMEÅ. WITH INCREASED E-COMMERCE GLOBALLY, INGRIDS WEBSHOP WAS IN NEED OF A REDESIGN. EMIL HAS FROM SCRATCH, WITH THE USE OF WORDPRESS, BUILT THE COMPANY'S E-COMMERCE WEBSHOP.

2018 - ONGOING:  
Q3

### FULL-STACK DEVELOPER SOURCE EMPIRE AB

EMIL HAS BEEN INVOLVED THROUGHOUT THE PROCESS FROM IDEA TO A CURRENT BETA VERSION FOR AN E-SPORT PLATFORM CALLED BRAWL GAMING. ON THE PLATFORM, GAMERS OVER THE AGE OF 18 HAVE THE OPPORTUNITY TO PLAY PLAY PERFORMANCE BASED GAMES ONLINE, FOR THE CHANCE TO WIN MONEY.

## Education

2014 - 2019:

### MASTER'S DEGREE IN ENGINEERING, INTERACTION TECHNOLOGY & DESIGN UMEÅ UNIVERSITY, SWEDEN

2017 - 2017:

### PSYCHOLOGY, UI/UX, DIGITAL MEDIA SOGANG UNIVERSITY, SOUTH KOREA

## Skills

ADOBE PHOTOSHOP  
●●●●●●●●●●

ADOBE ILLUSTRATOR  
●●●●●●●●●●

SKETCH  
●●●●●●●●●●

REACT  
●●●●●●●●●●

CSS  
●●●●●●●●●●

WORDPRESS  
●●●●●●●●●●

GIT  
●●●●●●●●●●

JQUERY  
●●●●●●●●●●

HTML  
●●●●●●●●●●

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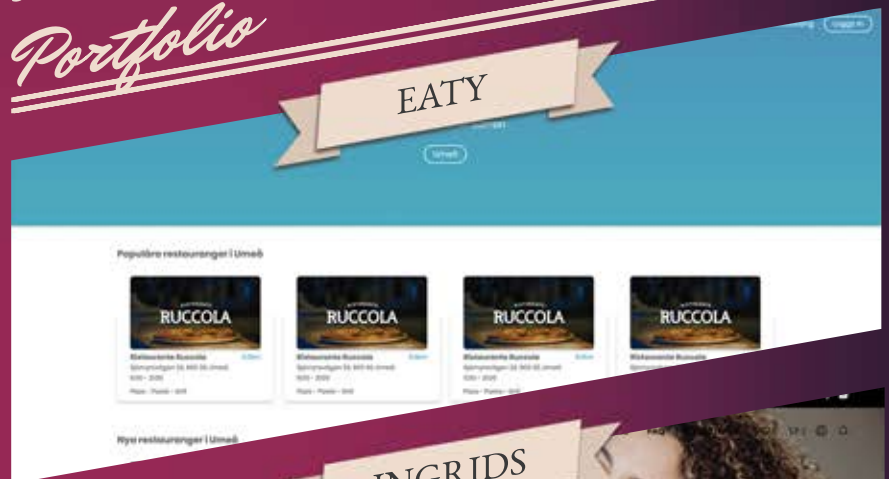
/EMIL.OTTOSSON.501

## About Me

HI I'M EMIL OTTOSSON!  
I'M A DEVELOPER THAT CREATES AWESOME STUFF BASED ON USER EXPERIENCE AND VISUAL DESIGN. IN PROJECTS THIS IS ACHIEVED BY DEFINE, BUILD, LAUNCH, ANALYSE AND REPEAT. I ENJOY BEING A PART OF THE ENTIRE DESIGN PROCESS, FOR MAKING THINGS BETTER. WHETHER IT IS SOLVING A COMPLEX DESIGN PROBLEM, OR FIXING THE WATER MACHINE IN THE OFFICE, THE AIM IS TO CREATE SIMPLE SOLUTIONS THAT WILL IMPROVE EVERYTHING AROUND ME. THE UNDERSTANDING OF THE DEVELOPMENT PROCESS AND THE HUMAN NEEDS HAS THROUGHOUT THE YEARS BEEN DEVELOPED FROM EXPERIENCES IN INDUSTRIES SUCH AS THE GAMING INDUSTRY, E-COMMERCE, RESTAURANT AND ELECTRONICS. FROM PARTICIPATING IN VARIOUS TECH EVENTS WITH A START-UP COMPANY I'VE MADE A BROAD UNDERSTANDING TO FORMULATE PROBLEMS AND SOLUTIONS THAT CREATE OPTIMAL CONDITIONS FOR THE TEAM. MY STRENGTH IS THE WILLINGNESS TO LEARN SOMETHING NEW THAT I CAN ADD TO MY KNOWLEDGE.

## Portfolio

EATY



INGRIDS



BRAWL GAMING

