

Jonas Kjeldmand Jensen

Google Scholar Profile
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ABOUT ME

Driven by a passion for exploring the interface between humans and technology, I am Jonas Kjeldmand Jensen, a versatile IT specialist blending my expertise in cognitive science, data science, and human-centered computing. Experienced in UI/UX design, machine learning, and cross-functional collaboration. Published researcher with contributions to top-tier HCI conferences. Committed to driving innovation and making a meaningful impact.

EDUCATION

- **Master of Science in IT and Cognition** Copenhagen, Denmark
University of Copenhagen 2019 – 2022
Courses: Cognitive Science, Scientific Programming, Vision & Image Programming, Natural Language Processing, Data Science, Machine Learning & Deep learning, Human-Centred Computing, Designing Interactions (ITU), Digital Entrepreneurship (CBS)
- **Bachelor of Arts in IT and Communication** Copenhagen, Denmark
University of Copenhagen 2014 – 2018
Courses: Computer Science, Communication Theory, Empirical Research Methods, Interaction Design, Design Projects, Analysis, Design & Regulation of IT-Infrastructure, IT Project Management & Requirement Specification, Co-Design (ITU)

SKILLS SUMMARY

Languages	Python, Embedded C/C++, Rust, JS/TS, HTML, CSS, SQL, P5.js
Frameworks	NLTK, SpaCy, TensorFlow, Keras, Django, Flask, NodeJS, openFrameworks, P5.js & Processing
Usability	Site Maps, User Flows, Wireframes, Mock-Ups, Interviews (Remote and In-Person), Surveys, Observation, Self-Report logs, Heuristic Evaluation, In-Lab Prototype Usability Testing, Co-Design, Participatory Design, Research Design
Hardware	Embedded Systems (Arduino, ESP32, Raspberry Pi, ESP8244), Sensors/HCI (Biometric, Digital/Analog, Capacitive, Audiovisual, Position/Motion), LEDs, Wireless (Bluetooth, Wifi, Infrared), IoT
Design Tools	Figma, Adobe (XD, Ps, Ai, ID, Premiere), Miro, Canva, Sketch, Affinity Designer, InVision
3D Fabrication	AutoCAD, Solidworks, Blender, Rhino, Laser Cutting, 3D Printing, Woodworking, Casting & Molding
Soft Skills	People-Person, Event Management, Writing, Public Speaking, Time Management

EXPERIENCE

- **The Danish Ministry of Taxation - Skatteankestyrelsen** On-site
UI Specialist (Full-time) dec 2022 - current
 - **Conducted user research and usability tests:** Conducting user testing for a new software feature to gather insights that will inform design decisions aimed at enhancing the user experience.
 - **Designed tax appeal fill-out forms for 1.7 million Danes:** Developed and implemented user-friendly interface solutions for fill-out forms accessible to Danish homeowners.
 - **Collaborated with cross-functional teams:** Engaging with developers, product managers, designers, and lawyers to gather requirements and ensure that design solutions align seamlessly with business objectives.
- **Odeno A/S** On-site
UX Developer (Full-time, Contractual) jun 2022 - dec 2022
 - **Driving Agile Feedback-driven Development:** Led usability testing sessions and facilitated cross-functional collaboration within a startup environment to enhance the user experience of the Odeno platform, leveraging concrete user insights and data analysis. Collaborated across technical development, commercial, and managerial departments, steering development tasks, prioritizing objectives, and reporting insights to leadership, demonstrating adeptness in cross-functional teamwork.
 - **Data-driven Decision Making:** Employed data analysis and visualization techniques to derive actionable insights from user behavior data, customer feedback, and financial metrics. Informed design decisions and product enhancements based on data-driven findings, contributing to the continuous improvement of platform performance and user satisfaction.
- **Human-Centred Computing Research Section, DIKU** On-site
HCI MA Researcher (Part-time, Contractual) dec 2020 - jun 2022
 - **Conducted over a hundred remote interviews for a CHI paper:** Conducted remote interviews to study participants' phone usage and app preferences for an upcoming CHI paper.
 - **NLP and ML on large datasets:** Such as sentiment analysis, topic modeling, and named entity recognition, to analyze a large-scale dataset of interview data. Applied machine learning algorithms to extract key themes, sentiment patterns, and identify important entities, resulting in actionable insights for decision-making and strategic planning.

- **Usability Study on Novice Users' Utilization of a 3D CAD Software:** Conducted an extensive qualitative analysis as part of an in-depth study, aimed at delving into the intricate challenges that pervade current 3D fabrication design practices among novice users.
- **Yngre Læger, Lægeforeningen** On-site
UX/UI Designer (Part-time & Full-time) *jan 2017 - nov 2020*
 - **Update and User Evaluate Newly Implemented Chatbot:** After evaluating user experience, I improved the chatbot's NLU based on feedback.
 - **Co-Facilitate and Analyze Group Interviews:** Assisted in group interviews with Danish junior doctors and created prototypes for digital products.
 - **Manage CMS and CRM systems:** Developed on our Drupal-based web environment for our 16.000 weekly users.
- **Human-Centred Computing Research Section, DIKU** On-site
HCI BA Student Researcher (Full-time, Contractual) *may 2018 - nov 2018*
 - **Prepare study materials for PhD Fellows:** Designed and implemented interactive software and embedded systems solutions, including an interactive IQ test, buttons, and other actuators, to support PhD students in their research endeavors.
 - **Assisted in CSCW study:** Participated in a research project investigating the start-up tech landscape in the occupied regions of Palestine, and facilitated on-campus workshops with visiting professors.
- **DIS, Study Abroad in Scandinavia** On-site
Video & Graphic Design (Part-time) *jan 2015 - aug 2017*
 - **Wireframes and visual design prototypes:** Assisted senior UX designers in creating wireframes, prototypes, and visual designs using design tools such as Sketch and Adobe XD.
 - **Design reviewing and refinement:** Conducted design reviews to solicit feedback and improve design solutions
 - **Video filming and production:** Filmed video tutorials and content to assist study abroad students in Copenhagen

PUBLICATIONS

- **Jonas Kjeldmand Jensen, Daniel Ashbrook:** Exploring Audio Icons for Content-Based Navigation in Voice User Interfaces, in *ACM CUI '23*. [DOI](#).
- **Jonas Kjeldmand Jensen, Tawfiq Ammari, Pernille Bjørn:** Into Scandinavia: When Online Fatherhood Reflects Societal Infrastructures, in *ACM GROUP '19*. [DOI](#).
- **Chandan Mahapatra, Jonas Kjeldmand Jensen, Michael McQuaid, Daniel Ashbrook:** Barriers to End-User Designers of Augmented Fabrication, in *ACM CHI '19*. [DOI](#).

CONFERENCES

- **Student Volunteer,** The ACM CHI Conference on Human Factors in Computing Systems is the premier international conference of Human-Computer Interaction (HCI), 2019
- **Presenter,** The ACM CUI Conference on Conversational User Interfaces (CUI), 2023

PERSONAL PROJECTS

- **Haptic Game For The Blind (Game Design, Embedded Systems Design, Prototyping, CAD Modelling, 3D printing):** (Github) Crafted a user-centered gaming interface using a CAD-designed TV-like remote and PS2 thumbstick. Players navigate a map, responding to vibrations that intensify when off-track. This design encourages intuitive course correction and fosters an engaging, trial-and-error gameplay experience (August '23)
- **Tensor Tympani Flex-Controlled Ear Interface (Machine Learning, Otoscopic Imaging, User Interfacing, Interaction Design):** (Github) Developed a novel interface that utilizes the muscle flexion of the tensor tympani to control different functions such as mouse clicks, camera shutter control, and home automation. This device operates by processing input through image classification (May '23)

VOLUNTEER EXPERIENCE

- **Student Volunteer Coding Pirates** Copenhagen, Denmark
Helped kids learn to program things with sensors, Arduino and C++. *2019*
- **Event Organizer & Host at Byens Radio (local FM radio station)** Copenhagen, Denmark
Organized events and DJ'ed at radio programs reaching over 5000 local FM Listeners. *2015 - 2018*

PROFESSIONAL REFERENCE

- **Professor and Vice Chief of Research, Pernille Bjørn Rasmussen** Email: pernille.bjorn@di.ku.dk
I analyzed data for mapping Palestine's start-up landscape for Pernille. *Phone Number: +45 53414552*
- **Co-Founder & CTO, Bertin Guldborg Hansen** Email: bertin@odeno.dk
Closest superior and primary strategist for development in the Odeno Startup. *Phone Number: +45 22399493*