



Rasmus Solbjørn Richter Johannsen

UX/UI Designer | UX Researcher | Interaction Designer



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Experience

UX Designer (20 hrs / week)

Since August 2024

STMicroelectronics

At ST, I work on TouchGFX Designer, a drag-and-drop tool for designing graphics for embedded systems.

- Collaborate closely with other designers, as well as both back-end and front-end developer teams.
- Ideated on, designed, and tested features and user flows.
- Maintained design system.
- Conducted user research with people across the globe.

UX/UI Designer (Internship)

October - November 2023

Nuance

Interned at Nuance, contributing to the design of an app supporting adults with ADHD in daily structure.

- Primarily conducted first-stage ideation and wireframing.

Education

Msc. & Bsc Interaction Design

2018 - 2023

Aalborg University

Five-year degree with a strong emphasis on practical application, with over 50% of ECTS credits earned through real-world, project-based work.

- Master's thesis with NRGi in which I created an app for reducing energy spending through a participatory process with 12 participants.
- Bachelor's thesis in collaboration with Aalborg University Library where I created an interactive map for navigating the newly built library.
- Took courses in design subjects such as user-centred design, usability, and ethnography, in addition to courses ranging from imperative and object-oriented programming to entrepreneurship.

Primary Skills

- UX Design
- UI Design
- UX Research
- Design Thinking
- Communication
- Collaborative Design
- User-Centred Design

Language Skills

- Danish - First language
- English - Second language - Fluent
- French - Third language - extraordinarily bad