JOHAN TINGBACKE
SENIOR UX DESIGNER

An experienced and versatile design professional with a background in the field of Interaction Design, proficient in design thinking methods, prototyping and user research.

TECHNICAL SKILLS

- Interaction Design
- User-Centered Design
- Design Thinking
- Wearables and general IoT
- Mobile & Web Design

- User Research
- Usability Test & Analysis
- Wireframing
- User journeys & Scenarios
- Lo-fi/Hi-fi prototyping

- Figma, Sketch, Adobe CC
- Blender, Unity
- HTML & CSS
- iOS & Android dev.
- Scrum, Design sprint, Jira

WORK EXPERIENCE
A selection.

Meta Inc.
Sigma Connectivity AB Lund, Sweden
UX Designer
2023 – ongoing

Roles and Responsibilities
- Working with SW and optoelectronics engineers with keyframing head-movements using VR-headsets.
- Down selection of high-quality scenes and animated character assets, defining and recording walk paths.
- Prototyping in Blender VR, keyframing, 3D-modelling, texture rendering, UV-mapping.
- Creating presentation material; demo videos made with Premier Pro and posters in InDesign.

Qorvo Inc.
Sigma Connectivity AB Lund, Sweden
UX Designer
2023 – 2024

Roles and Responsibilities
- Design and flow of the on-screen user interface, incl. icons, animations and copy.
- Designed assets for printing on the physical keypad including digits, lock-icons and logotypes.

Sigma Connectivity Sales Portfolio
Sigma Connectivity AB Lund, Sweden
Marketing & Sales Content Creator
2023

Roles and Responsibilities
- Created content for the company portfolio and website to showcase general in-house expertise.
- Created video material using Premier Pro and posters using Photoshop, Illustrator and InDesign.
- Strategic discussions with Head of Marketing & Brand and Software department line managers.

Magneto (Internal project)
Sigma Connectivity AB Lund, Sweden
Scrum Master and UI Designer
2022 – 2023

Roles and Responsibilities
- Project lead. Defined a WBS (Work-breakdown structure) and set up ways of working with the team.
- Acting scrum master. Facilitated Scrum ceremonies incl. sprint planning, reviews, retrospectives and daily stand-ups.
- Designed a user interface for onboarding devices, viewing data and trends as well as detail views showing device data.

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Malmö, Sweden

- Discussions and prototyping together with the team.

Bartec GmbH
Sigma Connectivity AB Lund, Sweden
UX Designer
2022 – 2023

Roles and Responsibilities
- Benchmarking, idea generation, scenario, use case mapping and stakeholder interviews for the vision study.
- Charging dialog design covering various cases necessary to the Ex-safety context. UX writing, UI design.

Jabra GN Audio
Sigma Connectivity AB Lund, Sweden
UX Designer
2022

Roles and Responsibilities
- Comparative evaluation based on benchmarking competitor products.
- Planned and performed qualitative usability test sessions with users.
- Incorporated findings and insights in the design-phase and defined the interaction design of the new Jabra headset UI.
- Planned and performed the ergonomics study of the prototype headsets, including quantitative and qualitative phases.

Seco Tools UK
Sigma Connectivity AB Lund, Sweden
Lead UX Designer
2018 – 2022

Roles and Responsibilities
- Concept development based on stakeholder interviews and collaborations.
- Wireframing and prototype development, including A/B testing with stakeholders.
- Defined and maintained a design system made for scaling of the IDEM tool-ID platform.
- Information Architecture and UI design for the mobile/web platforms, incl. planning and execution of design tasks.
- Evaluation and analysis of feature performance and overall product strategy and SEO.
- Acting Scrum master (2019). Sprint planning, reviews, retrospectives and daily strand-up.

IKEA
Sigma Connectivity AB Lund, Sweden
UX Designer
2017 – 2018

Roles and Responsibilities
- Enhanced in-app experiences for a home automation eco-system through user interviews and usability testing.
- Design ideation, including prototyping and testing using design thinking methodologies.
- Communicated and collaborated closely with stakeholders and the development team.
- Designed several features, incl. *scenes, device and room management, new home screen and light steering design*.

Orbital Systems
Sigma Connectivity AB Lund, Sweden
UX Designer and Software Developer
2017

Roles and Responsibilities
- Defined the user interface of a shower knob in a closed loop shower system.
- Sketching, wireframing and prototyping the in-shower experiences.
- User flows, scenarios and edge cases.
- Developed the base iOS app to connect to the shower system and receive updates using Core Bluetooth.

Outsmart AB
Malmö, Sweden
UX Designer and Software Developer
2016 – 2017

Roles and Responsibilities
- Designed and developed a PoC app for iOS and Android which tracked custom-built GPS-tracking devices.
- Sketching, flowcharting, wireframing, prototyping and design of the mobile app UI.
- Managed the PHP-script and webserver handling device data.

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EDUCATION

- Professional Scrum Master, Softhouse Consulting, 2024. Certification pending.
- Design sprint, Informator, September 2024. Course completion diploma (2024)
- iOS and Android programming, Technical Diploma. Malmö Vocational University (2016)
- BSc. Interaction Design 180 credits. Malmö University (2015)

LANGUAGES

- Swedish (Native)
- English (Fluent)

OTHER MERITS

- Interaction Design Foundation member. Several course certificates earned.

REFERENCES

- Available upon request.

PORTFOLIO

- Online portfolio: https://tingbacke.github.io/portfolio/