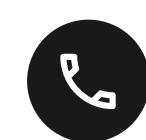


ANDRÉ AUSTVOLL

Interaction & UX Designer



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EDUCATION

Certificate,
UX Design Immersion
CareerFoundry, 2020 - 2021

Master of Arts (MA), Somatic
studies & Laban movement analysis
Univ of Surrey 2003 - 2005

SKILLS

- UX/UI design
- Spatial Interaction Design
- Storyboarding & sketching
- Design Thinking
- User Journeys
- User & Competitor Research
- Persona Creation
- Information Architecture
- Wireframing and Prototyping
- Usability Testing
- Design Presentations
- Frontend (HTML, CSS & JS)

SOFTWARE

- Figma
- Adobe XD
- Unity
- Visual Studio Code
- Premiere Pro
- Photoshop
- Illustrator
- Gravity Sketch
- Blender

LANGUAGES

- Norwegian
- English
- German
- French

PROFILE

I am specialised in Interaction and UX design and love to create solutions based on data-driven and user-centred processes. In my work I have achieved usability improvements and revenue increases for high profile clients, designed web applications, augmented and virtual reality experiences, videochat and streaming solutions.

EXPERIENCE

SEENTHIS, Interaction Designer & Frontend Developer 2022 - now

Responsible for technical production for video streaming, interaction design UX and frontend. Resolving challenges on short deadlines and contributing to creative problem solving in UX evaluations, wireframing & prototyping.

- Developing in HTML5, CSS and Javascript
- Using apps like Visual Studio Code Designing, Adobe (Premiere Pro, Photoshop, Illustrator, After Effects & XD) & Figma.
- Clients include IKEA, Telia, Cubus, Opel, Hydro, Bergans, sBanken & AAK

VIDEOOUTSTYR NORGE AS, Video Solutions & UX Designer, 2011 - 2022

Advised video streaming and virtual reality clients in broadcast and video production, government, education, industry & medical.

- Acted as product manager for Virtual Reality and 360 video. Identified 35 products leading to increased revenue in the field by almost 2 000%.
- Led the development of a 360/virtual reality underwater surveillance solution for fish farms and visitor centres.
- Redesigned UX/UI of webshop, optimised storage system and automated order flow, expediting the orders for more than 200 custom products.
- Negotiated deals with companies in more than 6 countries including China, USA, Czech Republic, Germany, New Zealand and UK

MICRODANCE, Spatial Interaction Designer 2001 - 2011

Started business, designing spatial interactions, producing video and dance performances, workshops, choreography and behavioural research.

- Worked on spatial interaction and user experience design.
- Conducted international projects in more than 9 countries including Brazil, China, Finland, Norway, Poland, Russia, Slovenia, England & USA.
- Managed and evaluated creative and technical project teams.

CANON, User research and marketing 2009 - 2011

I acted as dealer contact with responsibility for product and user experiences as well as marketing of cameras and photographic printers in the field.

- Evaluated user pain points and goals for professional video products.
- Performed on-site follow-up of resellers around mid and south Norway.
- Did product management, field demonstrations, documentation of shop displays and acquired user feedback.