

# Tanja Andersen

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in tanja-andersen

## Profile

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MSc. graduate with a flair for technology, design, quality, data, and aesthetics.

I have a special interest in how people perceive technology, and I enjoy working with UX, QA, and user tests in general. I am also very passionate about Project Management Methods and Data Analysis, and I enjoy keeping up with current technologies such as AI.

Through my studies, I have gained a lot of experience working with analysis, evaluation, and development of technologies, as well as how to operate as a vital part of a development team.

## Skills

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|----------------------|---------------------|------------------|-------------------------------|
| • Quality Assurance  | • Test Coordination | • User Research  | • Game Design                 |
| • Unity              | • UX Design         | • Data Analysis  | • Agile Methods               |
| • Project Management | • Technical Writing | • Graphic Design | • Basic Programming Knowledge |
| • The Adobe Package  | • Video Editing     |                  |                               |

## Professional Experience

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2023/08  
Copenhagen, Denmark

### Teaching Assistant (QA & UR)

*Den Danske Filmskole*

- Created materials and curriculum for students at The Danish Film Academy, and taught workshops on the topic of Quality Assurance and User Research.
- Gained further insight into the topics of QA and UR, as well as how to best relay information to a group of stakeholders through online presentations.

2022/09 – 2022/12  
Aalborg, Denmark

### QA & UR Manager (Internship)

*DADIU*

- Received personal education from leaders in the industry of Quality Assurance and User Research.
- Worked With the development of test plans, market research, user tests, software testing procedures, bug reporting, and regression testing among many other methods and tools used in the industry.
- Achieved even more practical experience coordinating with a development team and acting as QA and UR manager with my team in Copenhagen.

2022/04  
Aalborg, Denmark

### Content Creator

*Gustav Hansen*

- Was recruited by the company after having worked on developing a concept for them in a Design Sprint.
- Created and edited video content for the concept I had helped design for them.
- Deepened my knowledge in concept design, writing, 2D animation, and video editing.

## Education

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2021 – 2023

Aalborg, Denmark

### Msc Interactive Digital Media

*Aalborg University*

In the master's programme of Interactive Digital Media, students learn to coordinate the development of products and services, containing different types of media. We learn about the theory behind design and communication via interactive media, as well as critical understanding, and construction of digital media in practice.

Graduates from the Interactive Digital Media programme are known for their skills within the areas:

- Aesthetic theory and digital aesthetics
- Perception, cognition, and reception in relation to new media
- Design theory, interaction design, and digital design
- User-centricity, user-driven innovation, market-driven innovation and designer-driven innovation
- Interactive and/or digital genres, formats, and platforms, for example, computer game theory and game design
- Project management and organizational and business understanding
- Test, analysis, and design of qualities such as playability, likeability, usability, sociability and more.

2018 – 2021

Aalborg, Denmark

### Bsc in Medialogy

*Aalborg University*

The bachelor's program of Medialogy focuses on solving human challenges through technology. students learn about the science and technologies behind interactive digital systems such as apps, Virtual Reality, computer games, and physical interfaces to digital systems. We learn to design technological solutions, often in close collaboration with companies, and work with user experience.

Medialogists are known for their skills within designing and programming media products as well as evaluating complex media systems on the basis of tests and evaluating technology in relation to user-oriented aspects.

## Languages

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Danish



English



German



## Interests

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### Video Games

I spend most of my free time playing video games and have enjoyed this since I got my first PC at the age of 4.

### Drawing

I enjoy creating vector graphics in Adobe Illustrator and am currently working on improving my free-hand digital drawing skills.