



# Maiken Damm

Combined UX-designer and Frontend Developer,  
Cand. scient in Interaction Design

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## Profile

Passionate about ensuring software quality through systematic testing and user-centered design. With experience in frontend development and prototyping, I thrive on bridging the gap between user needs and technical solutions. I am eager to contribute to the testing and quality assurance of large-scale digital systems that benefit society.

## Key Competencies

- **Frontend development:** experienced in frontend development, with focus on creating readable and functional code.
- **Cross-functional collaboration:** used to work in teams with different backgrounds and combining user needs, with business goals and development.
- **Agile development environments:** familiar with the agile development process and working methods.
- **Curious on new technologies:** always eager to learn new technologies and frameworks to improve my work and process.
- **Human-computer-interaction:** deep understanding of the intersection between people and technology.

## Software & Tools

- **HTML, CSS, JavaScript:** for frontend development in both university projects and my own website.
- **C#:** Basic understanding of object-oriented programming, and able to work with class diagrams.
- **Umbraco CMS:** Website maintenance and updates
- **Godot Game engine:** Created a gamified application.
- **Figma:** Strong skills in creating both high-fidelity and low-fidelity prototypes, as well as usability testing.

## Education

### Cand. scient in Interaction Design

Aalborg University, September 2023 - June 2025

- **Master thesis:** Created an gamified application to improve mental health among young adults. For this project in-depth research regarding young adults mental health and possible solutions was conducted, including interviews with experts within the field. Based on this a high-fidelity prototype was developed using Godot Game engine, afterwards a one-week user study was conducted to evaluate the solution.
- Gained strong skills in researching, analyzing, and problem solving different cases.
- Specialized in user involvement and the design of innovative user-friendly solutions with a focus on functionality and accessibility.

### Bachelor's in Interaction Design

Aalborg University, September 2020 - June 2023

- Gained technical understanding and practical experience with HTML, CSS, C, and C# for developing functional prototypes and interactive solutions.
- Focused on designing digital solutions with high usability and aesthetics.
- Worked intensively with user involvement through qualitative methods such as user testing and interviews, as well as quantitative surveys



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## Work Experience

### Student Assistant

Datapoces, June 2023 - June 2025

- Created user-friendly SaaS-solutions for the Danish municipalities to ease the workload.
- Involved in the full development process from idea to final product
- Used research to optimize the user experience on new and existing SaaS-solutions.
- Designed high-fidelity prototypes in Figma for both presentation and development purpose.
- Coded UI elements using HTML, CSS, and JavaScript.
- Created flyers, roll-ups and financial reports using Illustrator, InDesign, and Photoshop.

### Student Assistant

AAU Student Guidance, June 2022 - June 2023

- Updated website content using Umbraco CMS
- Used Illustrator, InDesign, Premiere Pro, and Photoshop to create visual elements for commercial purposes.

### Student Assistant

Agri Nord, Oct. 2020 - April 2021

- Participated in the redesign of the company website
- Migrated content from Ultimize to WordPress
- Worked on responsive and accessible design

## Voluntary Work

**Competition Committee Member**, Sportsrideklubben for Klarup og Omegn, Feb. 2024 - present

- Planning and execute competitions for equestrians at all levels.

**Head of Academic Content**, FixD, Oct. 2021 - Dec. 2024

- In charge of planning and hosting academic events for fellow students at Interaction Design.

**Board Member**, ADSL, May 2022 - Oct. 2024

- Contributed to an improved student culture for all students at the Department of Computer Science

## Personal profile

In my spare time I love to spend time with my horse as it helps recharge my batteries. Having my own horse has made me a very dutiful person, which I also bring into my work. In general I like being active, whether it is riding, hiking, cycling etc. I also enjoy good food preferably together with some good wine.