



Maiken Damm

UI/UX designer focused on user journey
optimization and frontend development

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Profile

Passionate UI/UX designer with solid experience in developing intuitive user interfaces and creating value through user-friendly and aesthetic design. Works efficiently in interdisciplinary teams and thrives throughout the entire process from idea, research, and prototyping to final design. Experienced with Figma, HTML/CSS, Godot game engine, usability testing, and working with design systems.

Key Competencies

- Interactive prototypes
- User journey optimization
- Human-computer-interaction
- Frontend development
- Cross-functional collaboration
- Agile development environments
- Advanced analytical skills
- Language: Danish (Native language)
English (Fluent)

Software & Tools

- **Figma:** Prototyping, UI design, and mock-ups
- Adobe **InDesign, Illustrator, Photoshop:** Visual identity and graphic design
- **HTML, CSS, JavaScript:** Basic front-end development
- **C#:** Basic understanding of object-oriented programming
- **Umbraco CMS:** Website maintenance and updates
- **Godot Game engine:** Gamified application

Work Experience

Student Assistant

Datapoces, June 2023 - Present

- Designed high-fidelity prototypes in Figma in close collaboration with developers
- Contributed to UX optimization with a focus on usability
- Coded UI components in HTML and CSS
- Involved in the full development process from idea to final product

Student Assistant

AAU Student Guidance, June 2022 - June 2023

- Updated websites using Umbraco CMS
- Created graphic elements for digital use

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

Education

Cand. scient in Interaction Design

Aalborg University, June 2023 - June 2025

- Strong skills in researching, analyzing, and solving user-centered design problems using the latest design methods
- 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, June 2020 - June 2023

- Worked intensively with user involvement through qualitative methods such as user testing and interviews, as well as quantitative surveys
- 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

Voluntary Work

- Head of Academic Content, FixD, Oct. 2021 - December 2024
- Board Member, ADSL, May 2022 - Oct. 2024