Ellinor Lindahl

UX Designer

Based in Stockholm

lindahlellinor@gmail.com

+46 70 444 64 52

ABOUT

I am currently looking for

an internship week 7-21 spring 2022, where I can learn from experienced UX designers and further practice all the theoretic knowledge my education has provided.

My UX comfort zone include

Design Thinking, UX research (qualitative and quantitave methods, thematic analysis), workshops, user journeys, impact mapping, user testing and more.

I'm interested in becoming great at

Information architecture & UX writing.

Proficient in

Figma, Miro, Sketch, Visual Studio Code, Balsamic etc and open to learning many more.

Other things I know about are

some frontend development (HTML, CSS, JS). I'm also knowledgable in the music industry (i. a live production, publishing and rights management).

I speak

native Swedish, fluent English, basic French and beginner Mandarin.

If you run in to me at the coffee machine, I'd love to talk about

music, language, yoga or interior design :)

EXPERIENCE

UX-design education

Nackademin, 2020-2022

UX Internship

PriceRunner, 2021

9 week project focused on evaluating and testing their current internal system. The project resultet in a thorough report and well-recieved suggestions for future development of the service.

Project Management & Product Development

Epidemic Sound, 2015-2017

Hired as team lead with budget/production responsibility for the creative department. Since we provided all content for the platform, I often worked in close collaboration with the IT department in product development projects, to make sure the users could get the best experience out of our content.

Project Management & Product Development

Mavshack, 2014-2015

Hired as CEO/Executive trainee, among other projects - I was involved in setting requirements and working alongside a web design agency for a complete makeover of the company's main product.

Freelance

2016-present

I run my own business in the music industry which have given me experience in autonomy, flexibility and working with new teams every project.