

Emily Nilsson

MASTERS OF INTERACTIVE MEDIA TECHNOLOGY

Apelbergsgatan 54
111 37 Stockholm
+46 76 045-1569
emily.r.nilsson@gmail.com
<https://emlinem.github.io>

EXPERIENCE

Senior UX Designer — *Kollin*

March 2024 - June 2024

- Project-managed a small team of UX designers and developers to refresh a website section.
- Served as Scrum Master: planned the sprint schedule and kept the work flowing smoothly.
- Conducted user research, creating surveys and interviews to generate actionable user insights.

Graphic Designer — *KTH Space Center & THS Armada*

January 2024 - April 2024

- Led graphic design and branding for the ORBIT Career Fair
- Created the logo and full visual identity, and produced digital marketing assets, banners, posters, and flyers.
- Developed comprehensive brand guidelines that ensured a cohesive visual language across all event touchpoints.

Graphic Designer — *THS Armada*

August 2023 - December 2023

- Designed graphic marketing assets for the trade fair—including Instagram content, posters, and banners.
- Supervised sub-team members and delegated tasks effectively.

EDUCATION

Kungliga Tekniska Högskolan, Stockholm — *Master of Engineering in Media Technology*

August 2019 - June 2025

Final-year Master's candidate in Interactive Media Technology at KTH, specializing in UX and interaction design that fuses creativity, technology, and user insight to craft engaging digital experiences.

SKILLS

UX & Interaction Design

User Research

Visual / Graphic Design & Art
Direction

Agile Project Management

TOOLS

Design: Figma, FigJam, Adobe CC, Canva

Front-End: HTML, CSS, JavaScript/TypeScript, React, Vue

Back-End: Node.js, Java, C#, Python, API

Collab: Confluence, Asana, Trello