



Harri Halonen
HCI student & UX designer

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📍 Tampere, Finland

in harrihalonen

📷 harritaito

MY SPECIALTIES



IDEA
CONCEPT



USABILITY
TESTING



USER-CENTERED
DESIGN

CREATIVE SKILLS

WHAT I CAN DO FOR YOU	UX	DESIGN SKILLS	Inspiration & Discovery
	Concept Design		Planning & Strategy
	Analysis		User Modeling
	UI Design		Usability Testing
	Research		Thinking Responsive
	Product Design		Color Sense
	Service Design		Layout - Grid
	Interaction Design		Prototyping - paper & digital
	Strategy		Knowledge of Neighbouring Fields

EDUCATION

- **University of Tampere / 2016 – 2019 (expected)**
MASTER'S DEGREE, HUMAN TECHNOLOGY INTERACTION
Basically only thesis left on my degree
Minor in Customer-Oriented Marketing
- **University of Tampere / 2012 – 2016**
BACHELOR'S DEGREE, INTERACTIVE TECHNOLOGY (B.Sc.)
Studies in Computer Science and Business
- **Finnish Defence Forces / 2011 – 2012**
SECOND LIEUTENANT (ENSIGN), SIGNAL CORPS
Compulsory conscription. Promoted to reserve with high marks.
- **Riihimäki High School / 2009 – 2011**
JÄRVENPÄÄ HIGH SCHOOL 2008-2009 / COMPETITIVE BASKETBALL

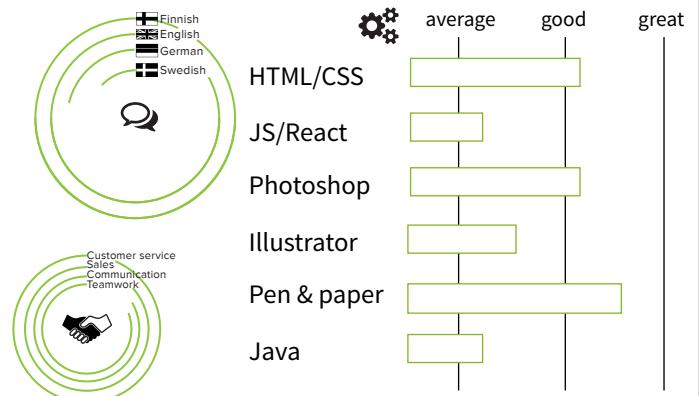
WORK EXPERIENCE

- **Aiko Inc.**
SALESPERSON / TAMPERE
April 2013 – Present (5 years)
- **Startup Project Aikakone at New Factory**
Service & UX Design / Cloud System Administrator
Oct 2016 – May 2017 (8 months)
- **Moxom Inc. / Rakettikeiu & Suomen Ilotulitus Inc.**
SEASONAL SALES MANAGER & SALESPERSON / FINLAND
Dec 2010 – Dec 2014 (3 months in total)
- **R-Kioski Inc.**
SALESPERSON / TERVAKOSKI, RIIHIMÄKI, LOPPI
May 2010 – July 2011 (1 year 3 months)

PROJECTS

- **SCIL – Dare to Learn Lean Service Creation Workshop**
SEPTEMBER 2017, FUTURICE / TAMPERE3 CONSORTIUM
I facilitated educators at Lean Service Creation workshop theme being Smart Campus for Tampere3 in Dare to Learn conference at Kaapeli Tehdas for intensive two hours.
- **LLB Student Software Competition**
AUGUST 2017 – JUNE 2017, UNIVERSITY OF TAMPERE
Kiva kaupunki app for bus users for tagging places they enjoy and places that need attention from city planning offices.
"With different pros and cons the jury found on multiple apps, the jury chairman decided to divide the first prize between the three teams. Thus, each team will receive 200 € and a diploma."
- **Experience-Driven Design (EDD) project course**
OCTOBER 2016 – DECEMBER 2016, HCI PROGRAM UTA / TUT
Weekkiss, app and hardware to increase motivation with kids in household chores. Using gamemechanics, with "questing" tasks and giving instant rewards of allowance by hardware

LANGUAGE & TECHNICAL SKILLS



HOBBIES & INTEREST



ART & CULTURE



ALE & WINE



CINEMA



ROCK



BASKETBALL



PODCASTS



DESIGN