



Contact

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Fridhemsgatan 58
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Portfolio

Github

Education

2023

**Master of Science, Interaction
Design and Technologies**
Chalmers University of Technology

2019

**Bachelor of Science, Software
Engineering and Management**
University of Gothenburg

Expertise

- UI/UX
- Figma
- Wireframes
- Agile Methodology
- Java | C++ | Erlang
- Product Design
- SQL
- WebDev
- React.js
- Git
- Electronics

Language

English

Igbo

Swedish

BRYAN A. AZIMOH

UX Engineer

A dynamic engineer with passion for design, innovation, and development of applications. Strategic and off-center thinker, solution seeker who harnesses the code of team spirit. A person with keen interest in working collaboratively with other designers, to exchange ideas, learn, build on experience, and contribute to satisfying an organization's needs in furtherance to its success, as well as meeting the vision and mission statement.

Work & Project Experience

○ 2023

Chalmers University of technology | Goteborg, Sweden

Teaching Assistant - Information Visualization

Organised and coordinated design / programming workshops for using [Highsoft](#) chart tool to create secure data visualizations for web based applications

○ 2023 April*

Interactive Jumping Pads "weHop"

Designed an interactive jumping platform to provide a fun way to help children achieve the recommended 60 minutes of physical activities per day. It comprises different game modes which enables it to not only be fun but also physically and mentally engaging.

Git repo - [weHop project](#)

[Product Exhibition page](#)

○ 2023 Jan - Feb

Biosense Steering Controller - Unity + Arduino

Tactile steering controller with bio-sensing to enhance the immersion of racing simulation gameplay. Using arduino, pulse + pressure sensors integrated with a unity cart racing game.

Git repository - [BioSense Steering Alpha](#)

○ 2022 Sep - Dec

Hybrid Wiz - A Digital Tool To Facilitate Hybrid Work

Hybrid work which is flexible work model that supports a blend of in office and remote working is becoming more popular due to the advent of the pandemic and many benefits from remote working. This raises new challenges regarding how work is planned to ensure productivity.

[Hybrid Wiz Project](#)

○ 2022 Jun - Jul

Clean-up Rover - A Gamification of environmental cleaning

Development of an arduino based clean-up rover and a two handed TUI (Tangible User Interaction) control for teleroobot interaction. The design comprises three main artefacts: A Vehicle to rover, Nav control for controlling motion navigation of the vehicle, and a mechanical arm control for manipulating the mechanical arm used to pick items.

[Clean-up Rover project](#)

Awards

St Gregory's College
3x Best student in technical drawing
(2013, 2014, 2015)

Hobbies & Interest

- Making
- Drawing & Painting
- Cycling
- Cars
- Music

2022 Feb - Mar

DanceSync! - Dance Synchronization game

DanceSync! is a wearable dance synchronisation game that provokes a full body experience. It comprises of an arduino uno board, neopixel led strips, power bank, and a lightweight vest.

[DanceSync! Project](#)

2022 Jan

Understanding Poverty InfoVis - UI/UX project

Development of an interactive information visualization mockup to 13-15 years (7-9th school year) learn about poverty in our world. Design includes at least 3 interactive information visualizations that help students understand poverty, and offer opportunities for further investigation.

[Understanding poverty InfoVis Project](#)

2020 Oct - Nov

Incident support App

Using Vue.js for frontend, Express.js for backend and Javascript, I contributed to the development of a web application that supports workers with managing incidents/task that need to be addressed in a park.

[Incident support App project](#)

2018 April - May

Decision support system for Cameras and Lenses

Designed a desktop application that handles queries for selecting and filtering the available cameras with and without a given lens type. I utilized swing for the development of the GUI and MySQL is used for database management.

Git repository: [CameraGear DSS](#)

2017 Oct-Nov

UML Sequence diagram animator (Java,GSON, PlantUML)

lead developer in designing a program which visualizes and animates a UML sequence diagram in a json file. This is implemented with the use of Google Gson library which Serializes/deserializes the java objects into JSON and vice versa, The GUI was based on JavaFX and the animation was executed using the plant UML library.

Git repository: [UML Animator project](#)

2017 May -June

Autonomous RC Car (C++, OpenDAVINCI, OpenCV, Docker)

Developed an autonomous vehicle with the capabilities of lane-following, self-parking and overtaking. This was realized using OpenDAVINCI, most of the programming was done C++.

Git repository: [Autonomous RC Car Project](#)

2016 April - June

Android Remote Controlled car

Android Remote Controlled Car (Java, C++, Android, Arduino, Raspberry PI): I contributed to the development of an android application for controlling a mini vehicle based on Arduino and also developed the mini vehicle: Arduino smart Car which was connected to application using TCP/IP protocol.

Git repository: [Android RC car project](#)

○ 2015 Jul -Sep

Pharmacy Cashier

Responsible for managing the cash register, issuing receipts and maintaining transaction records.

○ 2015 - 2014 July -Nov

Assistant Health and Safety personnel

Responsible for monitoring and ensuring the neatness and wellbeing of students, and also escorting them to the clinic or hospital when necessary.

○ 2014 Jul - Sep

Pharmacy Stock and Unloading

Stocking, backroom, & receiving associates work to ensure customers can find all of the items they have on their shopping list. Moving inventory in the backroom, unloading trucks, and helping customers while stocking shelves.

Reference

Thommy Eriksson

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