

# Lukas Maximilian Frederiksen

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## Education

### Multimedia Design

Copenhagen school of Design  
and Technology  
2021-present

I study the digital intereaction of users, design and front-end development. My focus is primarily UX and UI design, as my current elective is Digital Design.

### Bsc. Medialogy

Aalborg University  
2019-2021

Medialogy is the study of Human computer interaction. My projects during my 3 semesters focused on user centered design, senses and perception and developing and designing digital solutions and experiences.

### Product development

Copenhagen school of Design  
and Technology  
2018-2019

The continuation of Production technology. This study focused on production optimization, work flows and how to implement and iterate on digital solutions to products.

### Production Technology

Copenhagen school of Design  
and Technology  
2016-2018

The study focused on product design, user research and project management. Projects focused on the development of early ideation to different stages of prototyping.

## Work experience

### Intern

Ferring Pharmaceuticals  
Oktober 2017 - January 2018

I assisted in creating a new Standard of Procedure, while analyzing internal work flows for optimizing cross-department projects through visual and data driven presentations.

### Bar manager and content creator

Guldbar  
2016-2019

During my time studying, I volunteered for the local student bar. Not long after I became manager. Key responsibilities was to manage the bar, create SoMe content, organize both social and study related events.

### Daycare assistant

Bispebjerg Vuggestue  
2014-2016

Worked as a daycare assistant, creating a great and fun atmosphere for children and parents alike

## Skillset

### Design tools

Figma  
Adobe XD  
Adobe Illustrator  
Adobe Photoshop  
After effects  
Miro

### Technical skills

Javascript  
HTML & CSS  
Svelte  
Tailwind CSS  
GIT  
Accesability

### UX competencies

User research  
Defining user journeys  
User flows  
User testing  
Test facilitation  
Wireframing & prototyping