

Education

<b>Multimedia Design</b> Copenhagen school of Design and Technology 2021-present	Study of the digital interaction of users, design and front-end development. Focus is primarily UX and UI design, as current elective is Digital Design.
<b>Bsc. Medialogy</b> 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.
<b>Product development</b> 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.
<b>Production Technology</b> 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

<b>Intern</b> 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.
<b>Bar manager and content creator</b> 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.
<b>Daycare assistant</b> Bispebjerg Vuggestue 2014-2016	Worked as a daycare assistant, creating a great and fun atmosphere for children and parents alike

Skillset

Design tools	Technical skills	UX competencies
Figma	Javascript	User research
Adobe XD	HTML & CSS	Defining user journeys
Adobe Illustrator	Svelte	User flows
Adobe Photoshop	Tailwind CSS	User testing
After effects	GIT	Test facilitation
Miro	Accessibility	Wireframing & prototyping
	CMS	