Kida T. Bohman

UX & UI DESIGNER

CONTACT

📞 (+46) 76-1693633

📍 Stockholm

✉️ [Email](#)

🌐 [Portfolio](#)

AWARDS

Cambridge Advanced English / Diploma
JUNE 2018

IT Award / Diploma
JUNE 2017
I was chosen as the best IT student

APPS

Figma, Photoshop, Adobe xd, Miro, Notion + more

ABOUT ME

Driven by an insatiable curiosity, I thrive in the dynamic realm of design, with a particular affection for prototyping—from crafting lo-fi wireframes to developing interactive prototypes.

WORK EXPERIENCE

UI Designer / BrainZell

AUG 2023 – OCT 2023. remote

Internship at the scientifically awesome BrainZell, a biotech startup that grows human mini brains for research and medicine discovery.

- I **redesigned** the **website**, giving it a fresh look ensuring it's **easy** for users to **navigate**.
- I refined the brand's **visual identity** by enhancing the color palette to strengthen consistency.
- I crafted distinctive **3D visuals** using Blender to showcase the mini brains and BrainZell's core values
- I facilitated **workshops** to figure out the startup's **needs** & wants
- I matched the design of pitch decks to align with the website's aesthetics.

UX & UI Designer / Remode

MAR 2023 – AUG 2023, remote

I reworked Remode's entire website and branding, emphasizing a user-friendly navigation. During my temporary employment:

- I conducted **research** to ensure a **user-centric approach.**
- I reworked the **interface** for a **modern** and **intuitive** user experience.
- I improved **UX copy** to better communicate Remode's **value** proposition

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Visuals and UX Designer / Bantaba

SEP 2021 – AUG 2022, STOCKHOLM (Hybrid)

As the sole designer for Bantaba, Africa's largest startup-diaspora community, I played a crucial role in the overall design process.

- I independently conducted **user research** to improve the **UX** of the **platform**.
- I designed the **landing page** from scratch in collaboration with the CEO and Content Strategist.
- Created and followed a **brand style guide** to keep designs consistent.

UI Designer / Game Jams

2022 & 2023, REMOTE

Participated in collaborative game jams with developers and artists, contributing to the creation and publication of three games.

- I did **rapid prototyping**, shaping the initial concepts.
- I crafted all the UI such as intro **screens**, **menus**, and in-game **HUD**

STUDIES

UX design and Requirements analytics / Chas Academy

SEP 2020 – JUN 2022, STOCKHOLM

Chas Academy is a higher vocational university.

- Mastered **design processes**, **interview** techniques, and **agile** methodologies.
- Enhanced **critical thinking t**hrough diverse **case studies** and working methods.
- Trained in facilitating effective **communication** and **user insights**.

Inskriven på ABF, Rätt till lönebidrag (arbetsgivarstöd)