

Thommy Westlund

UX/UI-Engineer

Thommy.westlund@gmail.com | 070-49 45 036 | Malmö, Sverige

ABOUT ME

"More than 9 years of experience as a systems developer in various roles, from full-stack and front-end developer to UX designer and project manager. I thrive in roles that involve working with people, which is why I am drawn to user-centered positions. technical background makes me the perfect link between business and technology."

SKILLS

UX/UI:

User stories, Interviews, User testing, Sketches/Prototypes, Workshops, A/B testing, Figma, Adobe XD, Axure, Sketch, Photoshop.

Technology:

C#, .Net Core, JavaScript, Vue, TypeScript, React, Svelte, CSS, SCSS, AWS, Azure, Git, UML.

Development:

Project management, Jira, Agile development, DevOps, Scrum.

Language:

Swedish (Native), English (Fluent), Danish (Good).

EXAMPLES OF ASSIGNMENTS

Kammarkollegiet - UX/UI Designer

Kammarkollegiet needed to develop a system to provide employers with transition support. task was to analyze feasibility studies and process mappings created by the requirement analysts. After reviewing this material, I created sketches and prototypes in Figma to visualize system solutions.

The prototypes became a central part of the continued development, ensuring that the employers' needs were accurately represented in the system.

Jordbruksverket - UX/UI Designer

Jordbruksverket urgently needed to replace two UX designers and a tester in a critical project. I participated in requirement work, user interviews, and user story mapping to understand the needs of a specific system. He produced sketches and prototypes in Figma and acted as the responsible expert on accessibility issues.

efforts contributed to a smooth transition and the swift implementation of new solutions, while ensuring accessibility aspects were maintained across several projects.

Hoodin AB - UX Engineer

Hoodin needed to replace two frontend developers while simultaneously driving new development within the company's platform. I took responsibility for needs and requirement analysis through user interviews, producing mockups in Sketch/Figma, as well as performing frontend development. He led a needs-driven approach based on user stories and personas, contributing to the creation of new features and improved codebase.

Hoodin secured several key contracts thanks to the developed functionality, and the main application was successfully upgraded to Vue 3 and TypeScript, with a more efficient and understandable codebase.

PREVIOUS PROJECTS AND ASSIGNMENTS

Mercedes-Benz Finans Sverige AB and Denmark AS - Technical Product Owner

📅 Aug. 2024 - Ongoing 📍 Malmö, Sweden

As Technical Product Owner, I led improvements in documentation, backlog management, and agile processes for Mercedes-Benz Finans's credit management system (CPMS). My work with suppliers and colleagues streamlined development and enhanced both the internal workflow and user experience.

Örnsköldsviks Hamn och Logistik AB - UX/UI Designer

📅 Dec. 2023 - June 2024 📍 Örnsköldsvik (remote), Sweden

I managed requirements and designed the UX/UI for a new website and intranet using Sitevision. Working closely with the client, I created user-friendly, technically feasible solutions, resulting in an effective and visually cohesive digital platform.

Örnsköldsviks Kommun - UX/UI Designer

📅 Dec. 2023 - June 2024 📍 Örnsköldsvik (remote), Sweden

For the municipality, I led workshops and developed a budget-friendly intranet design tailored to employee needs. My approach balanced accessibility and design, producing a cost-effective solution that met high standards for usability and sustainability.

Jordbruksverket - UX/UI Designer

📅 March 2023 - Nov. 2023 📍 Jönköping, Sweden

At Jordbruksverket, I replaced two UX designers and a tester, contributing to four projects requiring rapid, WCAG-compliant UX solutions. My agile approach, including user interviews and prototyping, supported swift, high-quality implementation with a strong focus on accessibility.

Teledyne FLIR - Solution Architect

📅 Dec. 2022 - March 2023 📍 USA (remote), Sweden

As Solution Architect, I assessed options for an on-premise application upgrade, proposing a cloud migration or replacement strategy. My interviews with stakeholders and analysis of third-party solutions provided a clear execution plan, offering a practical path forward.

Kammarkollegiet - UX/UI Designer

📅 Dec. 2022 - June 2023 📍 Karlstad (remote), Sweden

At Kammarkollegiet, I translated feasibility studies into user-focused prototypes and process mappings. My design work facilitated alignment with client expectations, resulting in a well-received, user-friendly digital solution for transition support.

Hoodin AB - UX Engineer

📅 Feb. 2021 - Dec. 2022 📍 Malmö, Sweden



At Hoodin, I led frontend development, upgrading systems to Vue 3 and streamlining codebases. I also oversaw requirements analysis and UX design for company products and external projects, contributing to improved performance, customer satisfaction, and new business opportunities.

Inwido AB - UX/UI Designer & Fullstack Developer

📅 Nov. 2016 - Feb. 2021 📍 Jönköping, Sweden

In a key role at Inwido, I modernized UX and backend systems, including a platform migration to React and .NET Core. My work on "Konfiguratorn" and the "Bildritaren" application improved product accuracy, user experience, and system scalability.

NYCE Solutions AB - UX/UI-Designer & Fullstackutvecklare

 Sept. 2015 - Sept. 2016  Jönköping, Sverige

I was responsible for developing e-commerce platforms and integrations with NYCE Logic's WMS. Through workshops and customer interviews, I optimized processes and developed solutions that improved user experience and system integrations for companies such as Kjell & Company, Lideco, Ted Bernhardt, and Bring.

SKILLS AND EXPERTISE

5. Expert Level

User Story Mapping, UX Design, UX/UI Design, Accessibility (WCAG), System Development, Availability Testing, HTML, CSS3, Prototyping (Low-Fidelity/High-Fidelity), User Testing and Analysis, User Research, Agile Development (Scrum, Kanban), Process Mapping, Accessibility Testing (Web, Android, iOS), Figma, Adobe Suite (Illustrator, Photoshop, XD), Sketch, HTML5, SCSS/SASS, UML, User-Centered Design & Product Development, Requirements Analysis, Wireframes / Mockups, Test of Usability (A/B Testing), Microsoft Visio, Responsive Design, Visual Studio Code, User Scenarios, Analysis and Requirements Gathering, Agile Scrum, Wireframing, Persona Development, Journey Mapping, Flowcharting, Interaction Design

4. Very High Level

Vue 3, Vue.js, ASP.NET MVC, Entity Framework, VoiceOver, TalkBack, RESTful APIs, JIRA, Trello, Miro, JavaScript, TypeScript, React.js, .Net, .Net Core, C#, UI Design, Frontend Development, Design Systems, Git, GitHub, DevOps, MySQL, MS SQL, Axure, Web Forms, Design Thinking, draw.io, RESTful API, Project Management, SOAP API, Microsoft SQL Server, Workshops, Material Design, Windows, Business Development, Cross-Browser Compatibility, Version Control (Git), ESLint, Color Theory, Generative AI

3. High Level

SVN Tortoise, NPM, Webpack, Three.js, Bootstrap, AWS, Microsoft Azure, Nuxt.js, Angular, Node.js, Express.js, Visual Studio, Tailwind CSS, Content Management Systems, CMS, LINQ, Copywriting, AJAX, JQuery, Android Studio, MAC, Integration, NPM/Yarn, Domain-Driven Development, E-commerce Platforms, Information Architecture, Microinteractions, Sitevision

2. Medium Level



Pyramid, PHP 7, SQL Server Management Studio, SAgE (Scaled Agile Framework), Python, Manufacturing Industry, Healthcare Industry, Window Manufacturing, Babel, Logistics & Warehouse Management Systems (WMS), Microsoft Internet Information Services (IIS), Cypress, Jest, InVision

1. Basic Level

Terraform, Linux, Entertainment Industry, GraphQL

CERTIFICATE

Certified Professional in Accessibility Core Competencies

 Mars 2024 - Mars 2027  International Association of Accessibility Professionals

EDUCATION

Embedded Systems

📅 Aug. 2013 - Juni 2015 📍 Jönköpings Tekniska Högskola, Jönköping

Web Developer

📅 Aug. 2012 - Juni 2013 📍 Högskolan Väst, Trollhättan

ARBETSGIVARE

Mercedes-Benz Finans Sverige AB

📅 Aug. 2024 - Pågående 📍 Malmö, Sverige

B3 Grit AB

📅 Dec. 2022 - Juni 2024 📍 Malmö, Sverige

Hoodin AB

📅 Feb. 2021 - Dec. 2022 📍 Malmö, Sverige

Consid AB

📅 Nov. 2016 - Feb. 2021 📍 Jönköping, Sverige

NYCE Solutions AB

📅 Sept. 2015 - Aug. 2016 📍 Malmö, Sverige

For more information, check out LinkedIn:
<https://www.linkedin.com/in/thommy-westlund-02090650/>