

Experience

Senior Product Designer Novo Nordisk

Copenhagen, Denmark
September 2020 -

Working in a small agile team i am leading the design efforts on a new digital patient support solution. This work includes stakeholder management, facilitating user testing, prototyping, and handling all UI design work. I have successfully introduced new tools and practices to the organization and i am also working with a separate team on creating a custom design system for Novo. Our support solution is being adopted by markets in all regions and our team has also successfully advocated the value of design thinking within the larger organization.

Product Designer KAYAK / momondo

Copenhagen, Denmark
December 2018 - August 2020

Working in a global team, my responsibilities were to identify and scope out issues within the product. To create wireframes, high-fidelity mocks and prototypes in order to validate and test hypotheses. To oversee development and implementation with developers and localization teams. And also to coordinate with designers across the globe in order to insure product consistency and quality, as well as assisting in building a design system and formulating design processes.

Freelance Designer Self employed

Copenhagen, Denmark
March 2018 -

In my freelance work i mainly focus on illustrations and animation. I have worked on infographics and animations with *Center for Ludomani*, print graphics for *Red Barnet Ungdom*, designed and animated characters for online learning tools with e-learning company *Moch*.

Interaction Designer No Parking

Copenhagen, Denmark
August 2015 - March 2018

At No Parking i was responsible for setting direction and scope for projects, as well as coordinating with clients. I worked on various projects, including museum exhibitions for *National Museet*, *Ragnarock* and *Vadehavscenteret*. Events for *Kulturnatten* and *Kronborg Castle*. As well as various games and learning tools. I was responsible for research, design, storytelling & graphics, implementation and worked closely with clients and developers for the entire product cycle.

Digital Designer Daman

Copenhagen, Denmark
April 2014 - July 2015

Working together with a UX designer, i shaped the flow and UI of several apps and e-detailers, including *RheumaBuddy*. I worked in wireframes and high-fidelity mocks, as well as sitting with developers ensuring the quality of the end product. I also assisted in workshops and oversaw user-testing. Other responsibilities including online marketing and print graphics.

Internship Danmarks Radio

Århus, Denmark
May 2011 - August 2011

As a student team member, i mostly worked on the tv show *Ramasjang Rally* where i produced graphics and props for the set, and assisted in the creation of motion graphics. Other tasks included green-screen recording and assisting in the production of various breakers and intros.

Education

Kolding School of Design

Master's in Interaction Design and Visual Communication

Kolding, Denmark
August 2008 — July 2013

Scandinavian Design College

Graphic Design

Randers, Denmark
January 2007 — July 2007

Skills

Adobe XD
Sketch
Figma
Abstract

Invision
After Effects
Principle
Framer

Photoshop
Illustrator
InDesign
Affinity

Cinema 4D
3D Max
Fusion
Unity